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Sega Pro

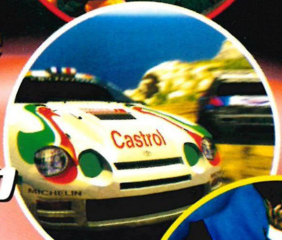
• Issue 53 • Christmas '95

• Saturn • Mega Drive • Mega 32X • Game Gear • Arcade

It's magic!

Sega pull 3 rabbits out of the hat!







Virtua Cop
Sega Rally
Virtua Fighter 2

100% Games!

Saturn
Fighting Vipers
X-Men
Children of the Atom
Thunderhawk 2
Johnny Bazookatone

32X
Darxide

Mega Drive
Spot Goes to Hollywood
Earthworm Jim 2
Scooby-Doo Mystery

Packing a punch!

JVC's Victory Boxing reviewed

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Look out for great ReBoot™ metallic cut-out cards on special edition 750g & 1 kg packs of Kellogg's Frosties.
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Welcome To Sega Pro

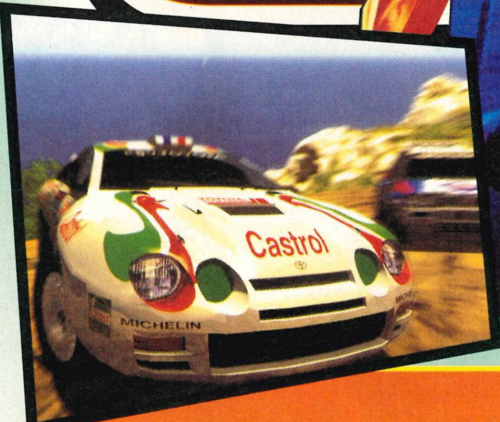


Christmas already? You must be joking. It only seems like yesterday I was down the beach, sunning myself and getting terribly burnt. I've still got an oddly coloured back! Well the festive season has crept up on us and all the big software companies are releasing their big guns. None bigger than Sega themselves of course. Over the past few weeks they've been ooing and aahing as to which games they'll get into the shops for the Christmas buying period. *Sega Rally*, *Virtua Cop* and *Virtua Fighter 2* have all been ready to roll in Japan for ages, but Sega UK didn't want to put out sub-standard versions in a letter box style. Instead they've decided to spend a little longer creating full speed, full screen versions of their classics. So if any of these games don't make it for Christmas, you know it's just to increase the quality and they'll be there as soon as possible. You can read our top four page review of *Virtua Fighter 2* over on page 14 – it's a great game that no Saturn owner should be without. There're plenty of top titles for Mega Drive too. Check out *Earthworm Jim 2* or *Spot Goes to Hollywood* – both excellent platform games. Now here's a coup for you – as an added bonus this issue we've got exclusive shots of *Toh Shin Den* on Saturn. The Takara beat-'em-up that everyone wowed over on the PlayStation has now come to Saturn and looks every bit as good. It even has an added secret character missing from other versions! Read all about it in the news, we'll have a full review soon. I hope you all enjoy your Christmas break, and that Santa brings everything you asked for. I'll put a stocking out but I don't think I've been a very good lad this year! Merry Christmas and happy gaming! Nick Roberts - Editor

Nick Roberts

Issue 53







Saturn





Game Gear



32X

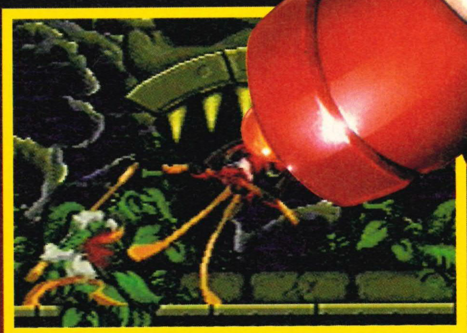


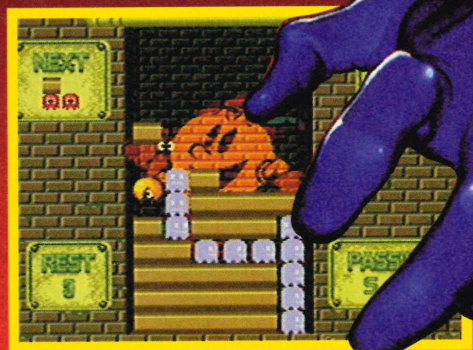
Christmas 1995

nts



Mega Drive





Competition time

This issue is packed full of top treats for Christmas in not one, not two but 12 competitions! Sing along with us and win two Sega Saturns, squillions of games, T-Shirts, posters, videos and even chairs?! They're dotted throughout the magazine so go searchin'!

Regulars

The Three Wise Men!

**We three kings of orient be,
One with a Saturn,
one with an MD,
One with a Nomad,
pounding its joypad,
Following Sega's star…**

Yes it's Christmas time and we're in a festive mood. Pilky's gone off to the dark side so you're left with just the three wise men of Sega games, oh and Nick Trent, the virgin designer.



Nick Roberts

When asked what he wanted for Christmas Nick just replied, 'My two front teeth', because he hasn't got an original bone in his body! A nice bowl of Radox to dip his feet in would probably be nearer the mark, after editing two magazines and a book this month he certainly needs relaxation.



Game of the month:
Jet Set Willy on a Spectrum emulator



Mat Yeo

Mat has been doing a spot of moonlighting lately on a (get ready to stone him) Nintendo A-Z book. The call of the cash was his main reason so treat him gently. He did find the odd moment to review a few games for us though, taking a particular shine to Sega's great *Virtua Fighter 2* conversion on the Saturn.



Game of the month:
Virtua Fighter 2

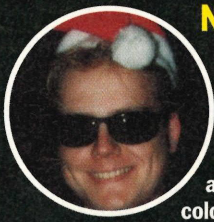


Steve Hardy

To Steve Christmas is a magical wonderland full of candy floss and woolly beards. He can't wait for the Santa's grotto to open up in the Paragon towers shopping centre. He wants to tell the old geezer that he'd like a Scelextric set and a pony ride Barbie. Do the two really go together Steve – you're a strange lad.



Game of the month:
Maui Mallard



Nick Trent's Colour of the month!

Our super-fast designer (well, compared to a 1976 Ford Cortina) has been doing nothing but moaning this issue. 'Why do you have to hold up the magazine for *Virtua Fighter*, *Sega Rally* and *Virtua Cop*', he asked. We'll give you lot his address and you can go around and sort him out. Oh, his colour of the month is Sprite in case you're interested.

It's the stocki

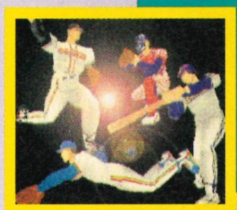
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Freebie Frosties!



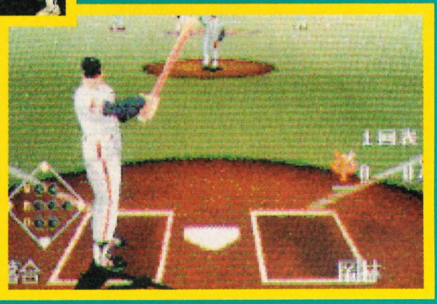
Have a breakfast on Sega Pro with the packet of Kellogg's Frosties you should have found on the cover (if you didn't then someone's already scoffed them!). The three essential ingredients to go with our top cover promotion must be a bowl, a spoon and some ice cold milk. What a perfect gift for Christmas! Snow, frost – a packet of Kellogg's Frosties! There's logic in there somewhere.

Many thanks to Tony the Tiger for his help is putting this together. It's grrreat!



Final Arch

- Sega
- Arcade/Saturn
- TBA



This is the latest Baseball game from the clever people at Sega of Japan. The players appear to have had the *Virtua Fighter 2* treatment in that they are well detailed and properly animated. It has everything we've come to expect from baseball games, and will be released in Japan early next year for the Saturn.

g filler news!

ntline

Toh Shin Den

- Takara
- Saturn
- December (import)

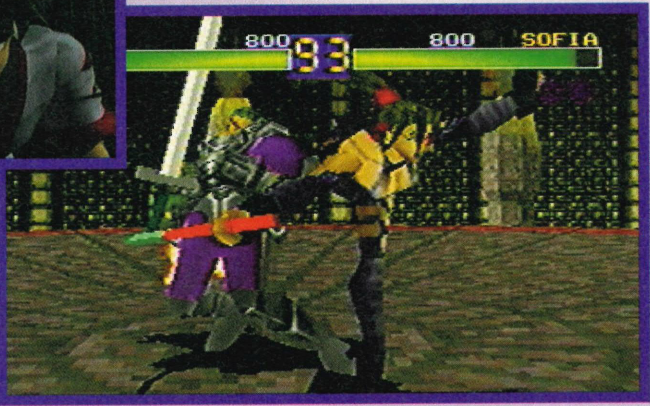
It started out its life on Sony's PlayStation and everyone went mad for it, but now Takara have converted the game over to the Saturn in all its glory. It moves just as fast, all the special moves are in here and there's even a new secret character to find and play around with!

Sega Pro went to a top secret rendezvous point to play an early version of the game and we loved it to bits. It's now been blessed with a beautifully rendered intro sequence too, showing all the characters going through their paces – something else the PlayStation game was lacking.

When *Toh Shin Den* arrives on these shores early next year its certainly going to put the cat among the pigeons being the first game to make the cross over from PlayStation to Saturn. A full preview of this great game will be in the very next issue!











Baku Baku Animal

- Sega
- Saturn
- December (import)

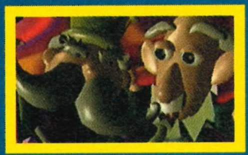
Another masterpiece from Sega's AM3! Yes you read that right, this is an AM3 game. As soon as they'd finished programming the arcade version of *Sega Rally* the AM3 team were moved onto this project for the Titan arcade board.

It's a Puyo Puyo style game where small blocks showing animal heads and food fall down the screen and slot together at the bottom. If you manage to match up the animal head with its corresponding food a giant rendered head of the animal pops up and starts gobbling away at all the food you've lined up. Lose and a giant lion's head will crash down on your screen!

Apparently the game took no time at all to convert from the Titan arcade board to the Saturn, and we now have an arcade perfect conversion! This game really is the business, and I for one can't wait to get a finished copy. A full review next issue!



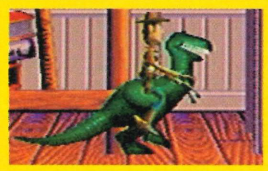












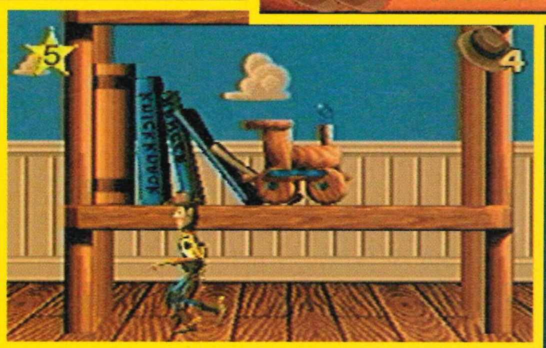




Toy Story

- Disney Interactive
- Mega Drive
- January

Toy Story is the latest blockbuster to come from Disney, and it's going to make one very special movie. Instead of the usual characters created by animation cels, everything in *Toy Story* will be accurately rendered on a computer. Yes, everything. The game of the film will be soon released for the Mega Drive as a platformer featuring one of the stars from the movie. So far *Toy Story* is looking nothing short of amazing, it's basically the Mega Drive equivalent of the stunning *Donkey Kong Country* on the SNES. This could be a very special release, and we'll keep you informed on any major developments.





The 12 Compos of Christmas

On the twelfth day of Christmas Sega Pro gave to me...

10 Cool Acclaim T-shirts!

Looking smart!



Yes, our pals at Acclaim have kindly donated 10 T-shirts with their logo on. If you want to win one of these snazzy garments, just **tell us which popular yellow haired cartoon character has appeared in many Acclaim games.**

Easy as pie! Answers on a postcard or the back of a sealed down envelope please to: **Bart Simpson Compo, Sega Pro, Paragon House, St Peter's Road, Bournemouth BH1 2JS** to reach us no later than 1st January 1996 please.

The price is right!

It looks like Sega have got the right price points for all their machines this Christmas – and that means it's the perfect time for us all to buy. With the Saturn now down to £299 it should make it an interesting festive battle against Sony with the PlayStation. This Saturn pack comes with no game but with *Sega Rally*, *Virtua Fighter 2* and *Virtua Cop* available in the next few weeks there's going to be plenty to choose from.

If it's a 32X you're after then the good news is the new £99.99 price point along with the Mega-CD. Both systems have plenty of software already available like *Virtua Fighter* and *Kolibri* for 32X and Sega are releasing special low price CD packs for the Mega-CD with prices starting as low as £9.99!

There has never been a better time to get switched on to Sega gaming – and Sega Pro is here to guide you through.



Manga on Video CD

The video card has recently been released for the Saturn, enabling us to watch a huge choice of films from the comfort of a compact disc. Now, we will be able to watch endless quantities of violent, funny and graphic Japanese Manga, including the recent *Street Fighter 2: The Animated Movie*. One of the most important releases to Video CD will be the highly acclaimed *Akira*, which will be followed by Appleseed and Ninja Scroll. These will be available on 27th December. We'll list the latest Manga/Anime releases for Video CD as soon as we get any news!



TCC has Worms!

Currently being screened on The Children's Channel (Sorry, TCC. It's cool these days to just use your initials. Did anyone mention Kentucky Fried Chicken?) are the first episodes of *Earthworm Jim: The Cartoon Series*. Masterfully animated by some of the top, erm, animators in the biz today, the cartoon show follows the further adventures of old Jimbo as he attempts to save the world from all kinds of natural, and sometimes unnatural, disasters. We've managed to catch a few episodes here in the Sega Pro office, and let us tell you, they're well worth checking out!

You can also catch up with Jim on the Kids WB internet page. Get over to the Net Watch section of the news for more information.





Johnny What?

Pinball fans – Williams are about to release their table of the hi-tec film, *Johnny Mnemonic*. Soon to be released in Britain, the film is set in the year 2021, and the world is ruled by huge corporations, and special human couriers transport information implanted directly into their brains via small chips. Johnny is one of these, but in 24 hours he's going to die, and he must transport highly classified info from Asia to North America, as well as deliver a life saving antidote.

It all sounds very good, and players can guide the pinball through mid air, as well as use the Magnetic Data Glove and CyberMatrix to gain high scores. Go check it out soon!

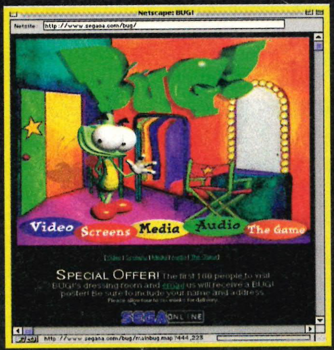


On the net...

It's time to delve into the wonderful world of the Internet once more and check out what's going on this month. Sega have set up two top sites and have you seen WB Kids yet?

Bug! On-line

www.segaoa.com/bug



Sega's latest super hero has now got himself his own web site. And it's a mighty fine one too packed with screen shots, movie clips, sounds and hints and cheats for the game. There's a ton of top quality Bug artwork introducing each page too – what more good a Sega gamer want. Well a Bug game on the Mega Drive would be nice!

Vectorman.com

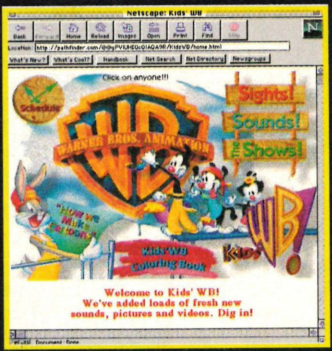
www.segaoa.com/vectorman



Talking of Mega Drive games, this is a fantastic one starring a super hero made up of a load of balls! *Vectorman* has an even more informative web site than Bug with breakdowns of each enemy, the story line, pre-production sketches of the characters and... well everything really! Check it out cybersurfers!

Kids WB

pathfinder.com/@@yPVI UHEQcQIAQA9R/KidsWB



Animaniacs, Earthworm Jim, Bugs Bunny, Tiny Toon Adventures they're all in the great new Kids WB web site (that's Kids Warner Bros to you). Quicktime movie clips, stills and sound effects are the order of the day and some great cartoon artwork to polish it all off. This is definitely a site worth taking a look at.

raunchy Rumours

It might be the season of goodwill this month but down in the murky depths of Raunchy Rumours, there's gossip on the move...

First up is the news that Williams may be developing a *Mortal Kombat* arcade machine based on the hit movie. It seems that the film did so well a *Street Fighter: The Movie* style game may see the light of day early next year featuring the actual actors from the flick. Take my advice guys: DON'T BOTHER (but Mat, I thought you liked it – Nick)! Talking about *MK*, there's plenty of buzz on the internet about *Ultimate MK3*. Those information surfing guys and galls are a little ticked off with the upgrade game as the three hidden characters have now been revealed as being Mileena, ErMac and the original Sub Zero. That means that to save money, Williams used some of the actors to portray up to seven characters (such as John Turk who played Scorpion, Shang Tsung and virtually everybody else). Fans of the game are calling the upgrade a sham and the fact that everyone's already discovered the three hidden fighters it may seem like this digitised gore-fest has had its day...

In other Williams news, apparently their new 3D polygon-based fighter, *War Gods*, went down a storm (ha, ha) at the recent AMOA arcade show in the US. Unfortunately at the moment it looks as if only the Ultra 64 will get a look in when the home version debuts next year...

Still in the good ol' US of A, we hear rumblings that retailers are not happy with Sega as they were refused Saturns when the system was released early. Only the big name stores got stock of the 32-bit machine with smaller shops being left out. In response some retailers have returned all 32X units and software as it'll now prove harder to shift that a ton of elephant dung. By the way, make sure you check out *Batman Forever* and *Judge Dredd* when they're rush released on home video before Christmas... That's your lot kids. Return next month when I'll probably still be recovering from the Mutha of all hangovers but with Nick cracking the whip like he has been there'll still be plenty of juicy gossip and titbits floating around. Seeya!

Gargoyles

- Disney Interactive
- Mega Drive
- January

We've got our hands on some more screen shots of this fab looking game soon to be released for the Mega Drive. These shots are taken from the castle level, and it all looks very spooky and mysterious. *Gargoyles* the Disney TV series is doing well in the States, so let's hope the game is just as good when it gets released over here. Watch this space!





Talent on TV

TIGS – The Totally Interactive Game Show, is currently showing on Children's ITV every Wednesday. It's presented by Big Al and The Jeepster, alias Alex Verrey and Gail Porter. Alex Verrey has appeared on various computer shows, especially as Big Boy Barry on Games World the Sky One TV series that a company not a million miles away turned into a top magazine.

The show consists of interactive computer games, including Joe Razz, an game where Joe is controlled by tapping the digits on a telephone. There is also a football and a racing game. Viewers can also send messages, gossip and access the Internet. Prizes can be won if their jokes or messages make it onto the big screen. Watch out for it!



Pro Pinball

- Empire Interactive
- Saturn
- Spring

Get ready to experience what could possibly be the ultimate pinball experience on the Saturn. Coming from Empire Interactive, *Pro Pinball* is a series of pinball tables which will gradually be released – the first will be The Web, which will feature realistic Silicon graphics (with over 64,000 colours) and promises to run at a breathtaking 60 frames per second. That's, err, very fast. We've already seen some shots of it and it looks beeyoootiful! It'll also feature 20 CD soundtracks, with all the bumpers, flashing lights and lots of other stuff to fully recreate the pinball experience. Whatever, it does it'll be miles better than the disappointing *Digital Pinball*.



The 12 Compos of Christmas

On the eleventh day of Christmas Sega Pro gave to me...

96 packets of Sonic the Hedgehog biscuits to give away!



WIN! WIN! WIN!

Crumbly Sonic

Feeling hungry? Then you need to much on a packet or two of these great new Sonic biscuits from Burtons. They come in custard cream and plain flavours (is plain a flavour?) and are mighty munchy (we should know, we've been eating them for weeks!). To win one of these packs, just answer this biscuit related question:

Which famous person are those biscuits with raisins in named after?

A. General Custard Cream
B. Doctor Bourbon
C. Garibaldi

Just pop your answer on a postcard or the back of a sealed down envelope and post it to: **Crumbly Compo, Sega Pro, Paragon House, St Peter's Road, Bournemouth BH1 2JS** to reach us no later than 1st January 1996.

Ghostly Goings On!

Anime fans take note! *Ghost In The Shell* is set to become the biggest animated film since *Akira* came along a few years ago. It's based on a series of Anime comic books by Masamune Shirow, a top Japanese artist.



Set in the year 2029, a computer criminal named The Puppet Master, is committing all kinds of offences. Namely computer hacking, illegally gathering data and carrying out acts of terrorism. This is where the elite secret service of Japan, Section 9, are called in to capture this evil mastermind. *Ghost In The Shell* will use the latest and most advanced computer graphics and fluid animation, and open in cinemas around Britain on Friday 8 December.

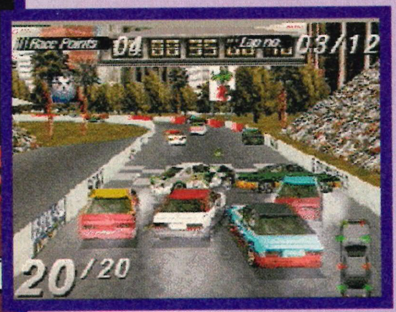
Wipeout on Saturn?



Yes, it's true! After a few months of speculation and debate, an industry source has told us that *Wipeout* and *Destruction Derby*, the two top PlayStation games, are going to be released for the Saturn!! We've had so many letters asking whether they would see the light of day on Sega's machine, and it's finally true! Currently, *Wipeout* is completely finished and *Destruction Derby* is nearing completion. We just can't wait for these games to roll through the door. If the Saturn has retained everything that the PlayStation had, then we could be looking at potentially the hottest Saturn releases of the year! Stay tuned folks!







Gene Wars

- Bullfrog
- Saturn
- 1996



Gene Wars has a long story to it, but it's a good one. It's set in the future, where four different races all live on the same planet, apparently in complete harmony. They no longer battle against each other, but there are some who still wish to carry on and strengthen their race. The player controls one of these races, and these troublemakers must be dealt with quickly before they restart another devastating war on your planet. Other races have also started to build their own killer creatures to protect themselves, and this all goes into creating a massive war game with just a hint of *Populous*. If it plays as well as it looks, then *Gene Wars* could be one of the big hits of 1996, no problem!



Charts

Supplied by Gallup

SATURN

1.	Daytona USA	Sega
2.	Robotica	Sega
3.	Virtua Fighter Remix	Sega
4.	Bug	Sega
5.	Myst	Sega
6.	Panzer Dragoon	Sega
7.	Pebble Beach Golf	Sega
8.	Virtua Hydlide	Sega
9.	Digital Pinball	Sega
10.	Shinobi X	Sega

MEGA DRIVE

1.	Mortal Kombat 3	Acclaim
2.	Micro Machines 96	Codemasters
3.	FIFA Soccer 95	E.A.
4.	Sonic The Hedgehog 2	Sega
5.	Mickey Mania	Sony Imagesoft
6.	PGA Tour Golf 3	E.A.
7.	World Cup USA 94	US Gold
8.	Brian Lara Cricket	Codemasters
9.	Micro Machines 2	Codemasters
10.	Sylvester & Tweety	Time Warner

MEGA-CD

1.	Eternal Champions	Sega
2.	Soulstar	Core Design
3.	Mickey Mania	Sony Imagesoft
4.	Brutal: Paws Of Fury	Gametek
5.	Ground Zero Texas	Sony Imagesoft
6.	World Cup USA '94	US Gold
7.	NBA Jam	Acclaim
8.	Sega Classics	Sega
9.	FIFA International Soccer	E.A.
10.	Earthworm Jim	Interplay

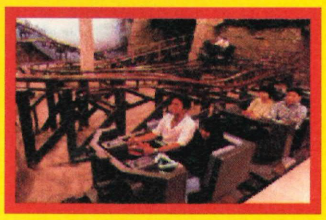
GAME GEAR

1.	Star Trek: Generations	Gametek
2.	The Lion King	Virgin
3.	Dragon	Virgin
4.	Sonic Chaos	Sega
5.	Dropzone	Codemasters
6.	Fantastic Adventures Of Dizzy	Codemasters
7.	Strider 2	US Gold
8.	Sonic 2	Sega
9.	Cosmic Spacehead	Code Masters
10.	Ren And Stimpy	Sega

Jap News

Ride on time!

In good ol' Blighty we've only just discovered the joys of Sega World, Namco's Wonder Park and other video game based amusement centres. However, In Japan, they're all over the place and have been for a number of years. Usually taking up acres of precious space (Educational Fact: As Japan is an island, there's only so much room to build on), these theme parks are often chosen by software companies to test out forthcoming arcade machines before they go on general release. Word of mouth usually ensures a massive crowd when major titles such as the *Virtua Fighter* series arrive and Sega take note of what players have to say before releasing a finished product. Other familiar sites include row upon row of linked cabinets providing multi-player action on *Virtua Racing*, *Daytona USA* and *Sega Rally*.





But it's not just coin-ops that have pride of place, sophisticated Virtual Reality machines are also to be seen such as Sega's *AS-1* simulator ride and the new *VR1* ride. Both provide players with a total immersion experience thanks to sophisticated visuals linked to powerful hydraulic systems. Some of the larger arcades even house mini roller coasters such as the brand spanking new *Ghost Hunters*!





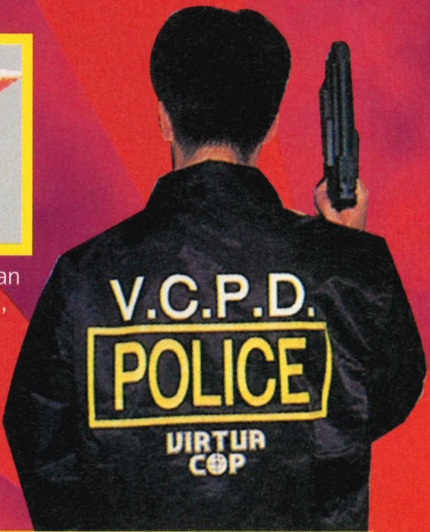
All is not lost for UK residents though as many places such as Mega Bowls are recognising the appeal of well thought-out, well lit family theme parks and game players can expect more to spring up in the near future.

Toys R Us

Our Japanese counterparts are lucky folk. Not only do they get their mitts on the latest video games and hardware but check these pics out. Cool or what? If you're lucky enough to ever go to Tokyo, here are just some of the goodies you can expect to find: Weird Batman & Robin dolls (scary!), *RayEarth* dolls and jewellery, J. League Soccer radios, wacky Ultraman and Godzilla stuffed toys, *Darkstalkers* action figures and even *Virtua Cop* jackets. Cor!







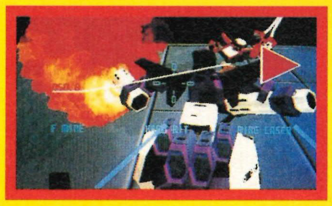
High Flyers

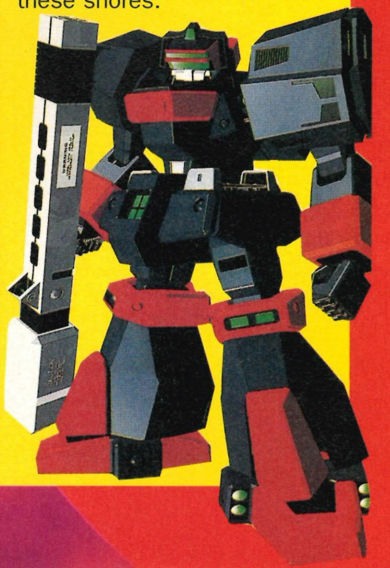
Look to the skies folks. Hot coin-op creators AM1 have unleashed their latest creation, the futuristic flight sim, *Sky Target*. Featuring a hydraulic seat and state-of-the-art visuals, *Sky Target* was premiered at the Jamma arcade show in Japan last month. Already doing the rounds in arcades, drooling gamers can expect a Saturn conversion sometime next year.





Not to be outdone, AM3 have finished work on an awesome mechanoid fighting game entitled *Virtual On*. We mentioned this hot fighter/shooter last issue but have seen more pics this month that have convinced us this will be a real money guzzler when it arrives on these shores.





Jap News Round-Up

Blockbusters

Puzzle games seem to be all the rage this month with the imminent release of *Baku Baku Animal* on the Saturn and dashing round the corner at breakneck speed are two new *Puyo Puyo* clones. There's *Pappara Paoon* and an *Ultraman* game that both feature similar puzzle elements with players attempting to arrange coloured blocks in lines of four or more. Blimey! How many times can one game theme be recycled? These two are due out soon and we'll review 'em once they're available on import.



Pappara Paoon



Ultraman puzzle game





Father Xmas



Robo.Pit

Footie fans can try their skills at the latest Saturn kick about, *Hattrick Heros* (their spelling, not mine), due for launch before X-Mas. Every international team will appear and the whole game is set-up similar to SNK's *Super Side Kicks* series... The Game-that-was-probably-thought-up-after-too-many-beers award this month goes to *Robo.Pit* on Saturn. Strange rendered spherical robots go head-to-head in an enclosed arena and attempt to lop-off each others bodily parts. Eh?

We promised you a pic of the Saturn *Father Christmas* game last month and here ya go. Based on the phenomenally successful Raymond Briggs stories, the game sees players taking the role of Santa's helper and giving him a hand dishing out pressies on Christmas Eve. Funny thing is though, this game won't be out until well into the New Year. Hmmm...Also reported last month in Frontline was the news that Sega and SNK were to team-up. Well, the rumours were true and Saturn owners can now look forward to arcade perfect conversions of *King of Fighters 95*, *Final Fight 3* and the forthcoming *Samurai Shodown RPG*. Life is good!

Samurai Shodown



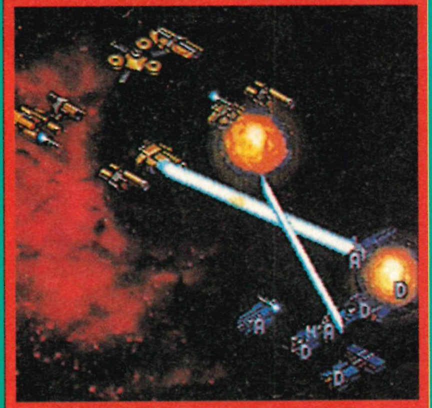


Hattrick Heros



Final fight 3

Q Who?



There's just room to mention a weird strategy shoot-'em-up by the name of *Quo Vadis*. Set in deepest space, this forthcoming Saturn title contains superb rendered cut scenes and impressive in-game visuals. *Quo Vadis* should be out on import by the time our next issue comes out so we'll take a full look at it then.

Gobeckers

Just as we were going to press we received pictures of a new Saturn first person shoot-'em-up entitled *Gobeckers*. Similar to the now ancient *Night Striker* game form Konami, this game features snazzy rendered anime characters battling it out over a variety of locations and attempting to blow each other up with weapons of incredible power. With character names such as Mugen, Catty, Ein and Fisher, you just know this is going to be well wacky when it appears in early '96.

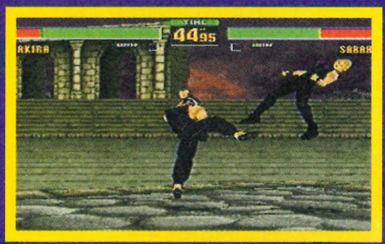




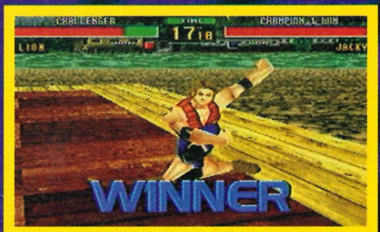


Virtua





• There's nothing like a good kick in the shins to sweep a girl off her feet. Akira – the hopeless romantic!



• The Japanese programmers have done a fantastic job in this conversion.



Number one big rabbit out of Sega's hat this Christmas is their near-perfect arcade conversion, *Virtua Fighter 2*. It's fast, it's full screen – prepare to be dazzled!

Back in July Sega chose to release the Saturn on an unsuspecting UK market, along with a very glitched and rushed out version of their arcade classic *Virtua Fighter*. Mistake number one.

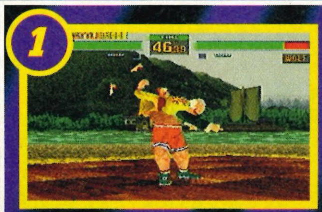
They followed it up with another arcade conversion, this time the brilliant *Daytona USA*. The Saturn version had bad graphic clipping problems and used something like 25% of the console's power. Mistake number two.

A new console is judged mainly on the software available for it and these two games by no means give a good example of what the Saturn is capable of. But wait, what's this waiting in the wings? Sega are about to put right their mistakes with a top Saturn version of their *Virtua Fighter* sequel. Hoora!

This game is the business. Apart from being a fantastic conversion of the arcade, the technical things that AM2 have done with the Saturn were thought impossible only a few months ago – and are completely impossible to repeat on the PlayStation!

Follow the action...

1



2



It's always difficult to explain just how great the special moves in a game look and how fluid the animation is. So to help us out and provide an interesting spectacle for you, the beloved reader, here's a sequence from the game showing the finishing seconds of a particularly nasty fight.

3



4



5

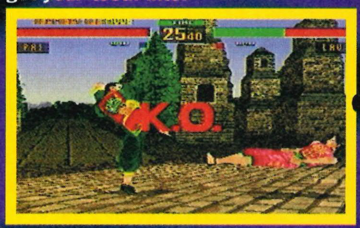


Completely impossible to repeat on the PlayStation!

Backgrounds, scenery and the beautifully texture-mapped fighters are all zipping about doing their business at a phenomenal rate and although it has been programmed in a completely different way to the arcade Model 2 version, the result is identical.

Of course a straight conversion from a coin-op is never going to go down very well in the home market and Sega have taken this into account. You can now go into a special team battle mode where each player chooses five characters, can change the order to fight them in, then battle it out with each other. The winner stays on and the main screen charts who beat who.

• Each character has a pile of moves waiting to be learnt, plenty to get your teeth into.





• Old Shun is a drunken geezer. After pulling off a move he takes a swig from his bottle, and his face gets redder!

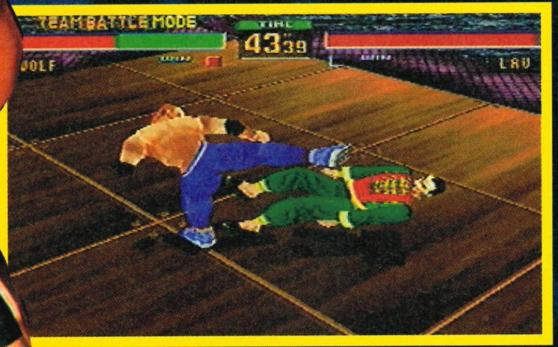


Fighter 2





● Some of these fighters just don't want to give you a challenging fight. Old Lau just falls fast asleep half-way through!





● He may be the oldest fighter in the tournament but Shun is no has-been. One punch from him would cripple your average lager lout!

Tinker with the timers!

Yes, it's a gratuitous options box out, but you lot seem to like them. It's always good to know what you can do with a game before you go out and buy it!









● Palm trees, how relaxing. It's just a shame they're only here to provide a ring for this barrage of violence. Call Mary Whitehouse!



The VF2 Crew

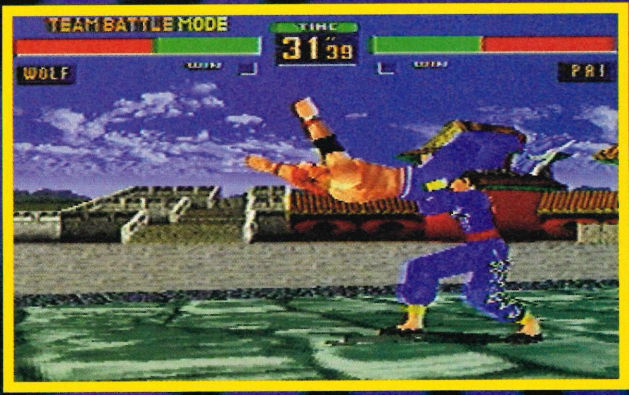
There's nothing like a good character profile to warm your cockles on a cold winter's evening so take a shifty at this lot...

● What on earth is that drunken geezer up to now? Somebody should lock him up and throw away the key! The power of booze!









● At last! I've won a fight. Our beat-'em-up expert Mat takes some beating you know!





Date of birth ....2nd October 1940
Sex ....Male
Blood type ....B
Height ....1.72 m
Weight ....77 kg
Job ....Chinese chef
Hobby ....Chinese poems
Nationality ....China
Fighting style ....Koen-ken/Tiger and Swallow System



Date of birth ....6th June 1971
Sex ....Male
Blood type ....B
Height ....1.78 m
Weight ....66 kg
Job ....Ninja
Hobby ....Mahjong
Nationality ....Japan
Fighting style .. Hagakure-ryu Jujutsu/Jujitsu, Hagakure style

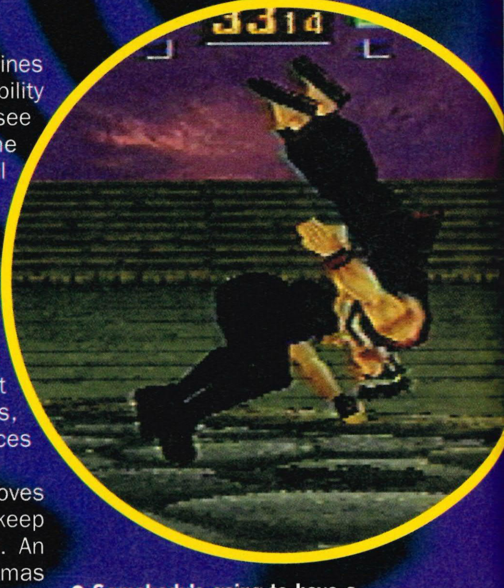
A Time Record option monitors the best times for each character, also showing which version of the game the time was achieved in (there's version 2.0 or 2.1!). Then there are other options to alter the life gauge (how much damage is given for each blow), number of match points, time limit and whether or not the computer controlled enemy learns from your fighting style or not.

This special learning option is very flexible. After fighting a few battles the computer understands the way you tackle a fight and can give you a better challenge in the process. This data can also be saved out to a Saturn memory card and used around your mate's house if you like!

So *Virtua Fighter 2* really shines out in the technical and playability departments, and you can see for yourself how great the graphics are with a special rendered intro sequence added for good measure. Of course, all fans of the arcade machine will flock to buy their copy, but I can't help looking forward to games like *Fighting Vipers* and *Toh Shin Den* now that this has arrived. Weapons, fireballs and a few fresh faces never go amiss.

The hundreds of special moves in *Virtua Fighter 2* should keep me busy for a while though. An essential purchase for Christmas – order your copy today.

● **Nick Roberts**



● Somebody's going to have a headache in the morning. Probably me with all these captions!



Date of birth...20th February 1957
Sex ....Male
Blood type ....A
Height ....1.83 m
Weight ....111 kg
Job ....Fisherman
Hobby ....Reggae music
Nationality ....Australia
Fighting style ....Pancractium



Date of birth ...8th February 1966
Sex ....Male
Blood type ....O
Height ....1.81 m
Weight ....110 kg
Job ....Wrestler
Hobby ....Karaoke
Nationality ....Canada
Fighting style ...Professional wrestling



Date of birth 23th September 1968
Sex ....Male
Blood type ....O
Height ....1.80 m
Weight ....79 kg
Job ....Kung Fu teacher
Hobby ....Kung Fu
Nationality ....Japan
Fighting style .....Hakkyoku-ken/Eight Poles Fist



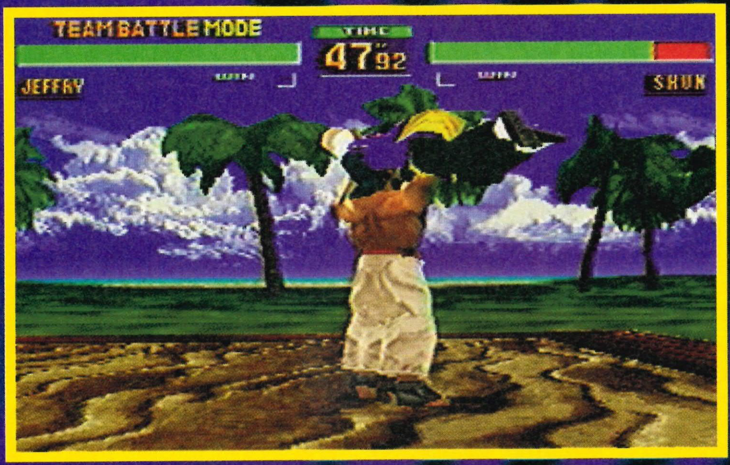
Date of birth ....17th May 1975
Sex ....Female
Blood type ....O
Height ....1.66 m
Weight ....49 kg
Job ....Action star
Hobby ....Dancing
Nationality ....Hong Kong
Fighting style ....Ensei-ken/White Crane Fist



● These guys look like they prefer to show off their break dancing that their fighting skills. Hmm, nice!



● Well we've had *Street Fighter: The Movie* and *Mortal Kombat*, how about a Hollywood blockbuster on *Virtua Fighter*?



● One swift move of the wrist and Jeffry can snap old Shun in two, that's unless he uses his new release moves on him!

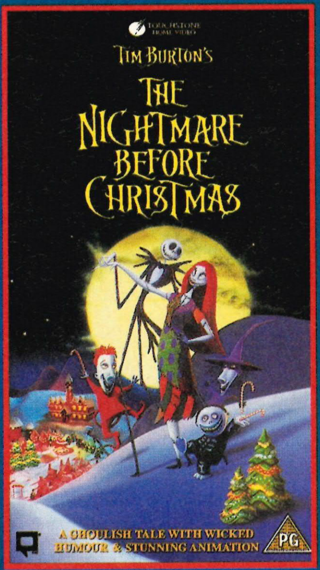
The 12 Compos of Christmas

On the tenth day of Christmas Sega Pro gave to me...

WIN! WIN! WIN!
Nightmare Before Christmas Videos!

Spooky stuff!

Tim Burton's animated seasonal tale has finally arrived on home video. The Nightmare Before Christmas tells the story of Jack Skellington, the Pumpkin King of Halloween Town, who kidnaps Santa Claus and takes over his job. Touchstone Home Video have kindly donated copies of the video for this compo and you can win one by answering this question:



Which DC superhero did Tim Burton bring to the big screen?

Answers on a postcard or sealed-down envelope to: **Nightmare Video Compo, Sega Pro, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS**. Make sure entries reach us no later than 1st January 1996. And remember, this is only a video. Don't have nightmares, sleep well.



Date of birth ....2nd January 1912
Sex ....Male
Blood type ....O
Height ....164 m
Weight ....63 kg
Job ....Herbal doctor
Hobby ....Collecting the medicinal herbs
Nationality ....China
Fighting style ....Sui-ken/Drunken Fist



● She might be a girl but she packs one heck of a punch. You don't want to argue with her.



Date of birth ....28 August 1970
Sex ....Male
Blood type ....A
Height ....1.82 m
Weight ....75 kg
Job ....Indy car racer
Hobby ....Training
Nationality ....USA
Fighting style Sekken-do/Jeet Kune Do



Date of birth .24th December 1979
Sex ....Male
Blood type ....AB
Height ....1.71 m
Weight ....61 kg
Job ....Student
Hobby ....Collecting knives
Nationality ....France
Fighting style Toru-ken/Seven Stars Mantis Fist



Date of birth ..4th July 1973
Sex ....Female
Blood type ....AB
Height ....1.73 m
Weight ....55 kg
Job ....College student
Hobby ....Sky diving
Nationality ....USA
Fighting style ....Sekken-do/Jeet Kune Do

Proscore

94

Simply the most impressive beat-'em-up on the Saturn. An essential purchase.

Saturn

Preview Update



Sega

Aahhh! It's not ready for review yet – the boffins at Sega have made us all wait another month. But Nick has been playing it anyway – here's an update to whet your appetites...

Saturn

Preview Update

Another Sega classic that's slipped the review net. Again, we'll bring you the full Sega Pro review treatment next issue but for now – take a look at these shots...



Virtua Cop



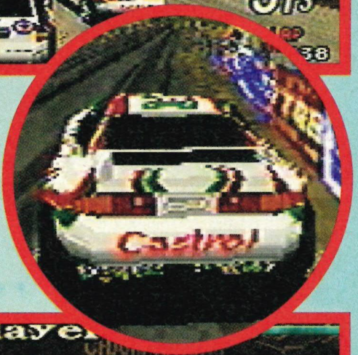
What would Sega do if they hadn't got their arcade machines to fall back on? It's the three big arcade conversions that are going to sell the Saturn over the next few months. *Virtua Fighter 2*, *Sega Rally* and now *Virtua Cop* are about the nearest you can get to having the arcade machines in your own home. Well, unless you fancy splashing out a few grand on the real things!

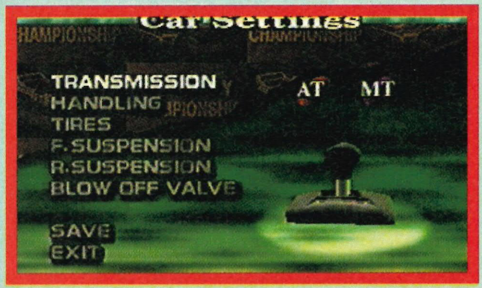
The home version of *Virtua Cop* comes with or without the Stunner light gun and is a full screen conversion. It has everything the arcade machine boasted plus a special training mode where you can put your shooting skills, and the new gun, through their paces on a special training course.

I originally thought the solid polygon graphics would look a bit

Rally







Well, what more can I tell you about *Sega Rally*? Since the last time we showed you the game it's come on leaps and bounds. The graphic engine was looking good before, but now it's fantastic. Not quite as high resolution as the arcade machine but when you're racing along you get exactly the same feeling of speed and exhilaration.

There's now a two-player split screen option that works a treat. The detail in the scenery has been sacrificed slightly to keep the speed up, but again, when you're playing you don't notice it one bit.

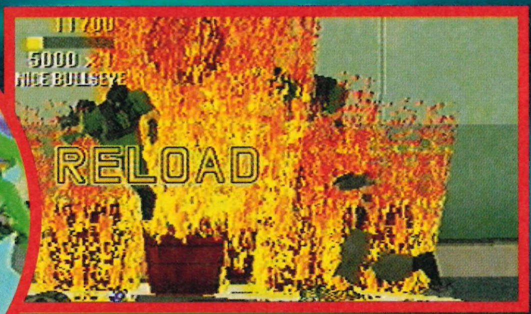
The best thing about the home version of the game is that you can customise your car, giving a different driving experience each time. Tyres, brakes, gears and even the blow off valve of your zippy roadster can be fiddled about with – how's about that for options!

I got to play the Lakeside track for the first time the other day too – I'd never managed to get through to it in the arcades. It's really tricky with plenty of nasty twists and turns. You get to play it in the finished game if you complete the other three, coming first. A simple task for a *Sega Rally* expert like myself! I'll take any of you on!

We will DEFINITELY be reviewing this masterpiece next issue. Unless Sega put the game back another couple of months! Don't grin, it could happen!







● If you spot a barrel, shoot it straight away! They explode, killing all the nasty geezers in the vicinity. You can save your hard earned bullets for a more worthy cause then! Like a shooting gallery?!



● Har, har! Look, it's that famous pop star Craig McLaughlan. He of *Grease* and *Bugs* fame. What's he doing here?!



out of date but they still hold up and create one hell of a great game.

We're guaranteed a full review for the next issue so don't go fretting around for the pathetic scribblings of other magazines – the Sega Pro crew will give their verdict in due course! In the meantime – go out and reserve your copy of this immediately!



Mega Drive 32X

Work In Progress

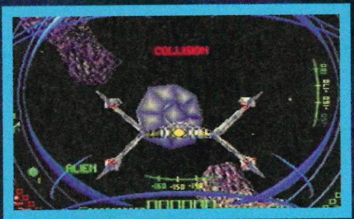
● Sega ● £TBA
● January

Completion

1st Impressions

It's great to see the 32X getting some solid support at last with top titles this issue such as *X-Men* and now *Darxide*. This packs just the right level of action and strategy into a fast-paced blaster and combines all these elements with some very smooth graphics indeed. Missing at the moment though is the in-game music and some snappy speech from a computerised co-pilot. Wait for this one to wing its way onto 32X after Christmas.

In the future mankind will head to the stars, chart unknown galaxies, meet strange alien beings and then nuke the slimy scum. Mat Yeo prepares to have his first Close Encounter...



● *Darxide* features fast-paced space battles in a high-tech fighter. Destroy aliens and save the Galaxy.

Set in the far-flung future, *Darxide* offers players the chance to pilot a sophisticated split-wing fighter, packed with awesome state-of-the-art firepower, against a devious race of aliens.

The creepy extraterrestrials have come up with some hair-brained scheme to send hollowed-out asteroids into our solar system in an attempt to seize control of valuable mining operations. It turns out the asteroids are actually to be used as launch bases for the alien invaders and it's up to Earth's top pilots (yeah, that's you guys!) to stop the blighters once and for all.

set to blister even the most hardened trigger finger

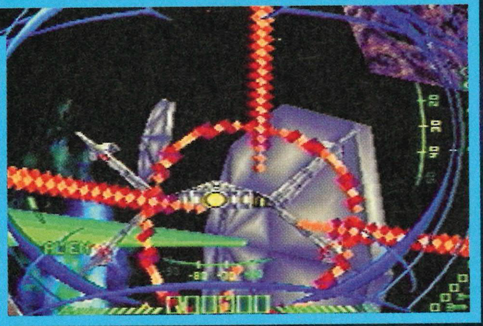
Taking its cue from such gaming classics as *Elite* and *Starfox* (oh my Gawd, Mat's talking all Nintendo – Nick), *Darxide* presents itself as a first-person perspective shoot-'em-up that pushes the 32X to the graphical limit. In fact one of the game's developers is David Braben who created the aforementioned *Elite* himself! He's taken some of those ideas and tried to top his previous achievement with the help of Sega's 32-bit add-on.

Imagine flying through the depths of deep space when suddenly a gigantic, texture-mapped asteroid hurtles past. Scary, huh? Well that's just one of the visual treats on offer in a frantic blaster set to blister even the most hardened trigger finger. Hold out till next month and we'll bring you an extensive review if you're lucky.

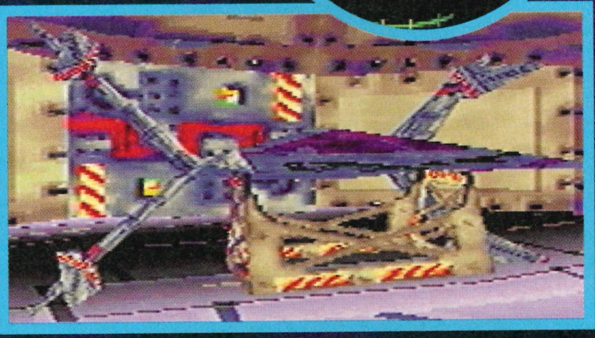
Darxide



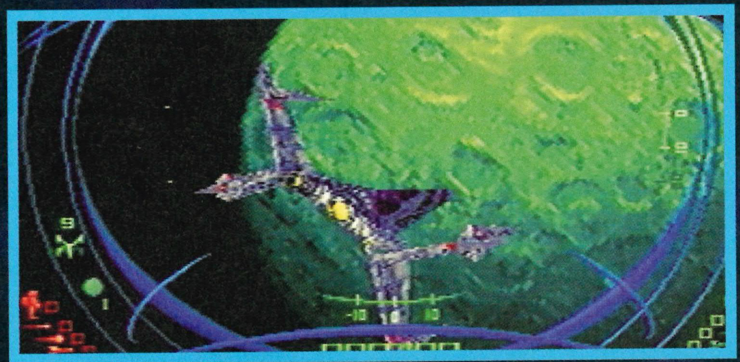




● Eat hot laser death alien scumbags! Whoops, it's easy to forget yourself when playing this finger-pumping shoot-'em-up.



● Virtually every Saturn game these days kicks off with an extremely smooth rendered intro sequence. Surprisingly the 32X manages its own mini movie at the start of *Darxide*.



● Attempt to knock out enemy fighters and destroy asteroids within a certain time limit before returning successfully back to base. Later levels provide gamers with an extremely tough challenge.

KO UFOS OK?

The in-cockpit view gives players all the information they'll need to take on those tough extraterrestrials. A handy radar displays asteroid locations, planets and of course enemy ships. As special weapon power-ups are collected the screen displays the status of the ship's new firepower capabilities.



● Sega ● £TBA
● Summer '96

Work In Progress



Fighting Vipers

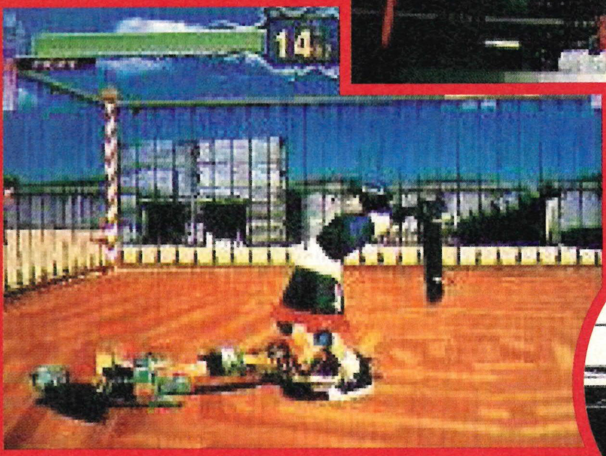
It's official. 2D beat-'em-ups are a thing of the past. The future belongs to *Virtua Fighter* and its many clones. A decidedly polygonised Mat Yeo takes a look at Sega's next offering...



● Fresh from the arcades comes Sega's latest polygon-based beat-'em-up, *Fighting Vipers*. Using the Model 2 arcade board, AM2 have produced a combat game that could give *Virtua Fighter 2* a run for its money. Expect a Saturn conversion early next summer.



● Unlike *VF2*, fights take place within an enclosed arena, The fences and walls aid in certain moves.





● With *Tekken 2* and *Tohshinden 2* hitting the arcades, *Fighting Vipers* will have some stiff opposition.



● Most of the character's moves are lifted straight from *VF2* so players will find it easy to get to grips with.

Character Study



With so many combat games out there, you'd think that designing new game characters would be tricky. Not so. *Fighting Vipers* features some very strange folk indeed including an arrogant skateboarding kid called Picky; Bahn, a weird samurai-type and a *Gladiators* reject called Grace.

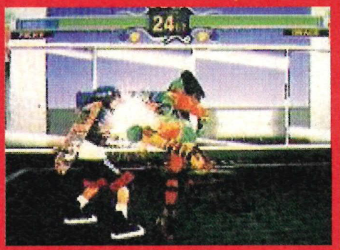
Already a major hit in Japanese arcades, Sega's latest polygon-based beat-'em-up, *Fighting Vipers*, is being coded for the Saturn even as I type this. As with the coin-op version, the Saturn game is being developed by programming hotshots AM2 and should hit the shelves in the Summer of '96.

Taking the *Virtua Fighter* theme one step further, *Fighting Vipers* features one-on-one combat within an enclosed arena. Each of the game's eight characters wears strapped on body armour that provides protection against their opponent's blows. After a few hits though, the armour breaks off in pieces and your character takes double damage.

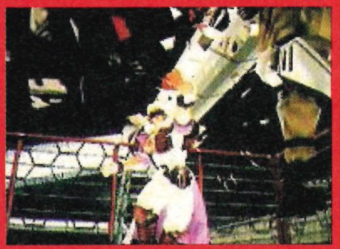
Moves are fairly easy to pull off as they're mostly borrowed from VF

Moves are fairly easy to pull off as they're mostly borrowed from *VF* but each fighter also has unique attacks of their own including Picky's various skateboarding abilities.

AM2 have utilised the Model 2 graphics board for *Fighting Vipers* and it's hoped that this coin-op will keep fans happy until Sega can get *Virtua Fighter 3* into arcades sometime next year. With *Virtua Fighter 2* featuring Sega's new software libraries, it's safe to say that *Fighting Vipers* on the Saturn should be a superb conversion. We'll have a full preview of this hot game as it nears completion.



● Picky takes a battering but his armour absorbs most of the blows. Without it, damage is doubled.



● With visuals like this it should be interesting how the Saturn handles the texture-mapped polygons.

Saturn



Preview

Johnny B

Here's Johnny! The rendered rock star is set to take the lead in a huge game with one of the best soundtracks ever heard. Steve Hardy checks his quiff and finds out more...

It's not often that a really original character appears in a game that looks just as stunning. At this stage, we're still not sure on the storyline for *Johnny Bazookatone*, but what we can tell you is that this is one of the most graphically attractive platform shoot-'em-up games to appear in ages.

Music plays a big part in it. Johnny has had numerous number one hits with his band, but he has a rival in the form of Mr L Diablo, who sends his henchmen to wreck all the record stores and kidnap Johnny's beloved guitar, Anita.

Johnny has to face mad scientists, surgeons and bouncing pigs

All of the characters are rendered and look really comic (look back to our Work In Progress feature in Issue 51 for more evidence), Johnny has to venture into Diablo's evil realm and fight off hordes of weird guys to get to his lovely guitar, and it's not going to be easy!

Being the hero of the story, Johnny will have to face mad scientists, surgeons and bouncing pigs (complete with apples in their gobs), and then he'll need to take on the huge bosses. One of them is an evil butcher who tries to carve Johnny up with his meat cleaver. Nice!



● This geezer is a real duffer. He just gets in the way when Johnny wants to pass by.

Mr B can use his guitar as a weapon to help him get through the many levels spanning really spine chilling locations like a prison, ballroom and hospital.



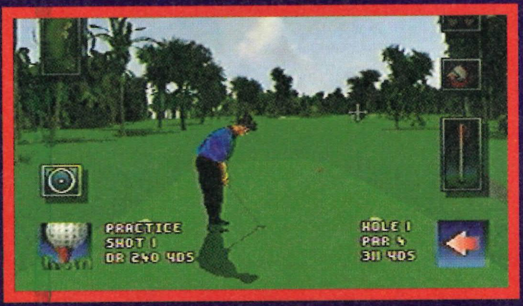
I'm really looking forward to reviewing this Saturn sizzler – it's full of humour, the soundtrack is second to none and the whole package looks gorgeous. Everything moves smoothly and the levels, on indication, are huge. Watch out for a monster review!

Saturn



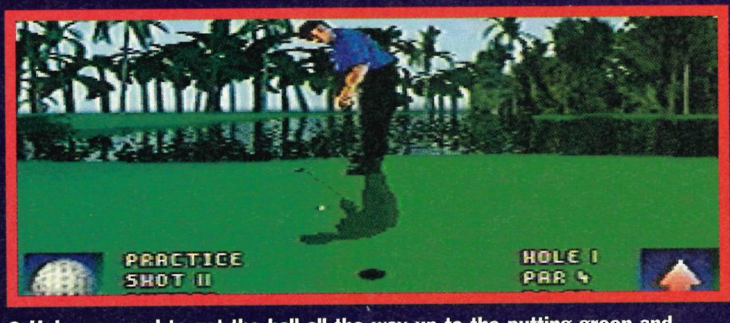
Preview

Golf, that great British pastime, was one of the first sports games to be released on the Saturn. Now US Gold have done the job properly, as Steve Hardy discovered...



● How many different types of club can there possibly be?

World Cup Golf



● He's managed to get the ball all the way up to the putting green and all that stands between him and the gold cup is a couple of feet. Quick, someone cough and put him off!

Hmm, golf games, you either love 'em or you hate 'em. In fact, one of my first ever printed reviews was of a golf game, but that was on an 8-bit machine. This is 32-bit we're talking here! As with *Johnny Bazookatone*, US Gold have got another feast for the eyes in the form of *World Cup Golf*.

Again, Silicon Graphics machines have been busily rendering visuals for inclusion around the course with a gorgeous fly by sequence as a treat before you hit the green.

We all know how golf is played so I won't go into that. What I will tell you is that *World Cup Golf* is one of the most impressive golfing games to ever appear for a home console. The graphics are breathtaking to say the least. Realistic visuals combine with

Bazookatone

● US Gold ● £TBA
● Christmas

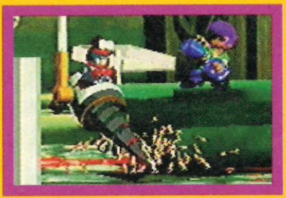
Completion

1st Impressions

Everyone is looking forward to playing *Johnny Bazookatone*, and it was only a few months ago that he was practically unheard of! US Gold have kept the game quiet but we can see why – they have a huge hit on their hands. From what we've seen, heard and played, this isn't going to be a disappointment and should turn out to be even more playable once we get a finished copy. Until then, we'll all just have to drool over those lovely rendered pics, but rest assured, you'll be getting a top quality review next issue.

Bossy Boots!

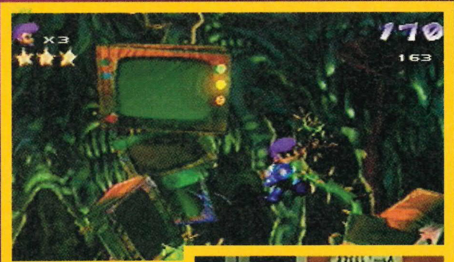
Mention has to go to the massive sprites that US Gold have crammed onto one Saturn CD. These two bosses are no exception. Just don't stare at that guy's meat cleaver for too long because it won't just be Johnny's quiff that gets chopped off!







● Where's Johnny?! Hmm, hiding behind those banisters somewhere I do believe. Crazy man!



● Look at the size of that TV! I'd love to sit down in front of it and watch EastEnders.





● US Gold ● £TBA
● Christmas

Completion

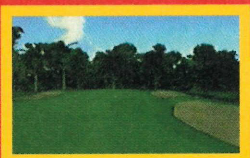
1st Impressions

There have been a great number of golf sims released but none as realistic or in depth as *World Cup Golf*. Each and every view of the course is a photo and this really adds to the overall realism. Everything has been put onto this disc to make *World Cup Golf* as realistic and as playable as possible. Take it from us – this has heaps of playability and just about every aspect of golf has been covered. Looking good!

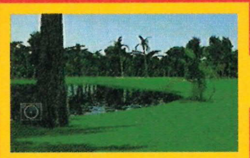
Round the dogs leg and up the fairway!

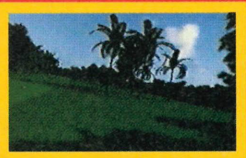
Take a look at these awesome shots from the intro to *World Cup Golf*. If only you could actually see it moving as the camera sweeps along the fairway and flies past the palm trees and bunkers. Smoother than melted chocolate too!

Pro MOTION

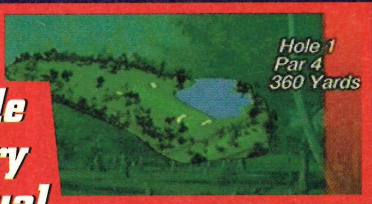


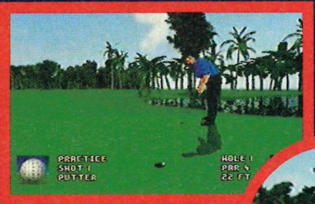




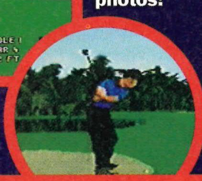


● The level of detail in the game is phenomenal. Well done US Gold!

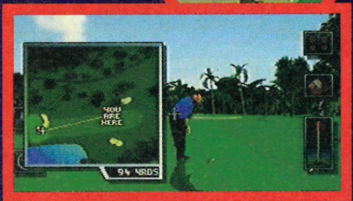




● The graphics are so good they look like photos!



● Swing for all you're worth my son!



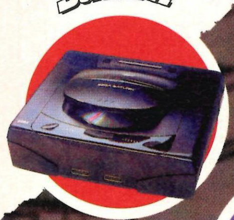
● Before you take a shot you can call up all kinds of options.

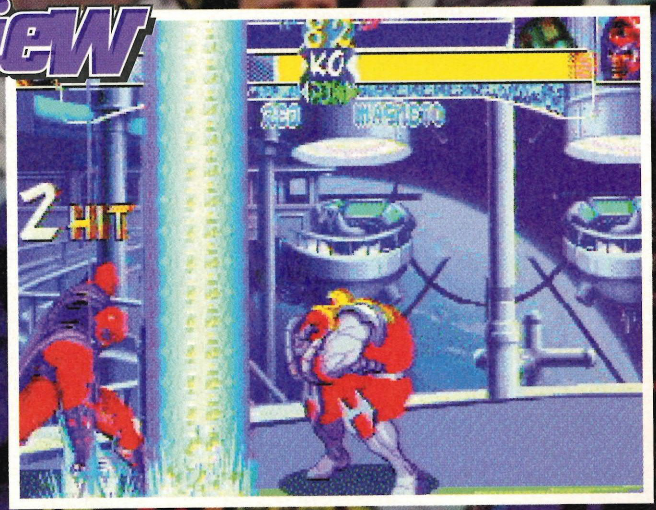
hole by hole commentary and individual shot analysis

hole by hole commentary and individual shot analysis to create, well, a real golf experience on the Saturn.

Okay, so many of you have probably stopped reading now. Golf doesn't appeal to everyone, but those who like the challenge of playing at one of the most famous golf courses in the world, The Hyatt Dorado Beach resort, will really get into this.

Remember, golf is one of the most popular sports, and we think this will be very popular with golfers. It plays well, looks fantastic and kinda has a relaxing feel to it. Maybe we should prescribe this to Nick during his moments of mental and nervous breakdown!

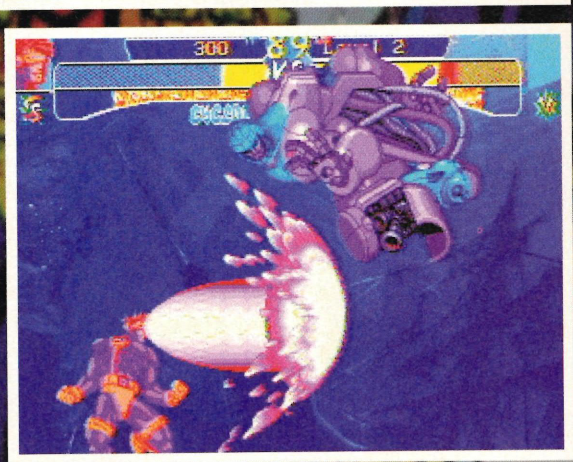




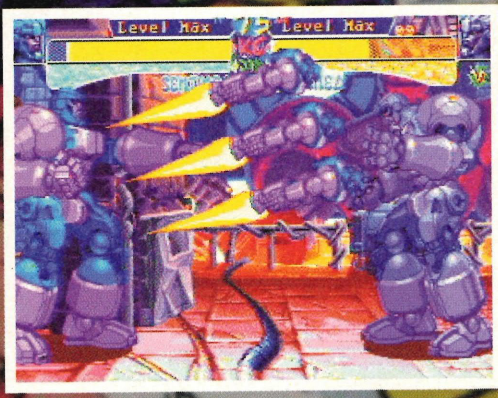
X-

How do you create a Marvel-ous beat-'em-up? Stick in a few characters from the excellent X-Men – that's how. Nick Roberts finds out why Acclaim have gone comic book crazy...





● Cyclops lets rip with a powered up optic blast. *X-Men: Children of the Atom* is easily the best Capcom arcade beat-'em-up in a long while.



● The Sentinel is the largest character to ever appear in a combat game but its slow speed and height often leave it open to multi-hit combos.

Developed by Capcom for the Saturn, Acclaim Entertainment were quick to snap up the rights to this crackin' coin-op conversion. The arcade machine was 300 Megs of pure power, and has been going down a storm with huge play areas many screens high and massive multiple-hit combos.

Nothing that the Saturn can't handle though – in fact this is exactly the style of game the console does best. Saturn's twin processors can easily handle 2D fighting games, no matter how huge the programmers want to make their characters. And the ones in this are BIG!

X-Men favourites Wolverine, Colossus and Psylocke appear in the list of fighters but it's the mean bosses that will really make an impression. Juggernaut and Magneto pack mighty

Character Close-ups

Fans of the X-Men will really go wild for this game and they're bound to have a favourite character amongst this lot. Here are their profiles...

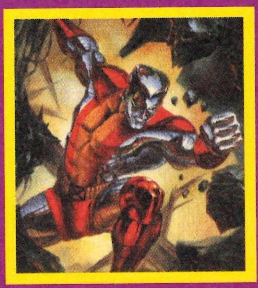
SILVER SAMURAI

Harada is the Silver Samurai, the head of the Yashida clan. He is a powerful mutant with the ability to channel awesome amounts of energy through his blade. Nasty!

SPIRAL

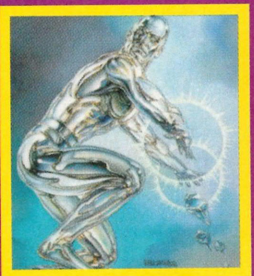
Spiral was created by Mojo, a crazed inter dimensional movie director. The multi-talented Spiral wields weapons with savagery and parts the space/time curtain with ease.

COLOSSUS



With a single thought, Colossus can transform the tissue of his body into organic steel. While in this state he has super-human strength and stamina, and doesn't breathe!

ICEMAN



This guy has the ability to lower both his internal and external body temperatures. He uses air moisture to create various forms of dense ice. He'll easily put the freeze on you!

CYCLOPS



The leader of the X-Men, Scott has eyes that emit solar radiation. He must wear ruby lenses or the deadly energy will pour out each time he opens his eyes. Cyclops has training in the martial arts.

Men

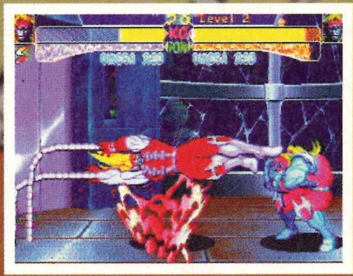
Children Of The Atom

● Acclaim ● £39.99
● February

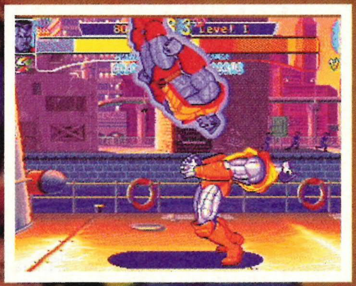
Completion

1st Impressions

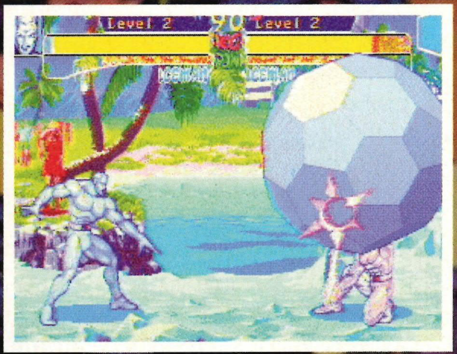
Capcom's arcade machine has been perfectly converted to the Saturn in every respect. The graphics are out of this world, and with huge playing areas many screens high you have the space to pull off some great high jumps and impressive special moves. Whether you're a Marvel comics fan or just love great beat-'em-ups – you'll go wild for this!



● The psychotic Omega Red takes on his own double with both nutters using their metallic coils.







punches, each has special moves to blow away anything you've ever witnessed before. Giant snowballs, ice blasts, bionic leaps and mystic shurikens fill the screen and cause complete havoc when they hit home. Plus, each time you score a hit something extra special happens...

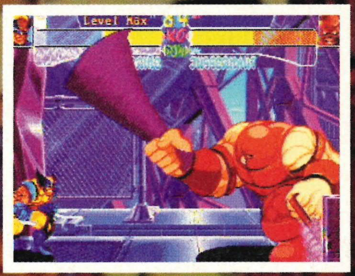
> **each time you score a hit something extra special happens**

Underneath the life bar lurks an empty bar that fills up with glowing energy when you pull off a special move, throw or hit an opponent. There are various power levels you can reach, and each time you do your character's legs will start to glow and you'll be able to perform extra moves. Power level two gives X-Ability moves and when the bar is full Hyper-X moves are available – and these will really knock your socks off!

The usual combos, dashes and blocks are also in the moves repertoire and then there are the super jumps. Perform one of these and your guy will leap twice as high, scrolling the play arena up as he goes. You can keep track of the other player by looking for a marker at the bottom of the screen and then pull of a flying kick as you come back down to the ground.

Having played both the arcade and Saturn versions I have to admit that I'm impressed with the conversion. Not all the characters have been put in yet, but those that are here have all their special moves intact and some mighty fine animation. Of course, many beat-'em-up fans still prefer the side-scrolling 2D approach rather than *Virtua Fighter*'s polygon frenzy, and this is going to be THE best 2D fighter ever to appear on the Saturn.

We'll be reviewing Acclaim's next great achievement very soon.



● The Juggernaut is the first boss character players tackle.



● Special moves often fill the entire screen but the Saturn handles visuals like this with ease.

STORM



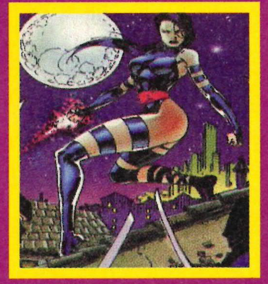
Storm can mentally control weather over an area; her powers are affected by her emotions. A bit of an Earth goddess, she uses the wind to fly, and the storm to fight her enemies.

OMEGA RED



A super-soldier from the former Soviet Union, the psychotic Omega Red is deadly. His Carbonadium tentacles are indestructible, and he secretes a death pheromone that causes the body's organs to fail.

PSYLOCKE



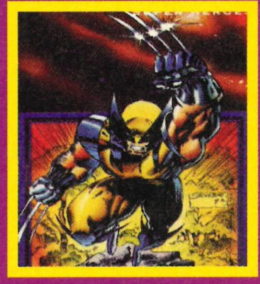
With telepathic powers, Psylocke can send blasts of psionic energy, or fashion a psychic knife which cuts both physically and mentally. As a favour to the Mandarin, Spiral blended Betsy's genes with those of a ninja warrior.

SENTINEL



Created to enforce anti-mutant paranoia, the sentinels protect normal humans. These awesome robots have incredible strength and a multitude of weaponry, allowing them to perform their job with a great efficiency.

WOLVERINE



A product of Canada's ultra secret Weapon-X program, Logan possess an unbreakable adamantium-laced skeleton, razor sharp claws, and a mutant healing factor... as well as a very short temper.

The 12 Compos of Christmas

On the ninth day of Christmas Sega Pro gave to me...

WIN! WIN! WIN!
Primal Rage goodies galore!

Grrrr! Snarl!

Vicious dinosaurs with special moves make *Primal Rage* one hell of a top title. To celebrate its success Time Warner have given us 2 copies of *Primal Rage* on the Mega Drive, 2 copies of the Game Gear version and a stack of T-Shirts and posters for readers who can answer this dead-easy question:

What was the name of the big budget Steven Spielberg dinosaur movie?

Drop a postcard to this address: **Primal Rage Compo, Sega Pro, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS**. Make sure your entries get here no later than 1st January.





On the eighth day of Christmas Sega Pro gave to me...

WIN! WIN! WIN!
Sega Saturn jackets, T-Shirts and Stickers!



Those kind people at Sega have raided their goody cupboard for us and come up with some smart jackets, T-shirts and stickers. There are two different types of jacket. One simply has a Saturn logo on the breast and back and the others look like something out of a Michael Jackson video with lots of buckles and fastners! Nice!

To win a prize just answer this simple question:

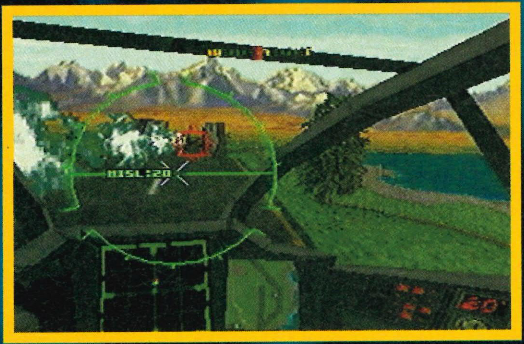
What does Sega mean?

Answers to: **Thanks Uncle Sega Compo, Sega Pro, Paragon House, St Peter's Road, Bournemouth BH1 2JS** by 1st January. Ta very much!

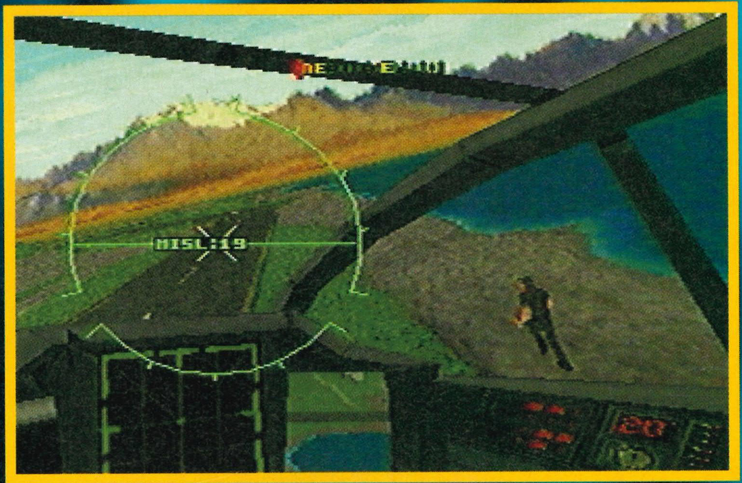
Thanks Uncle Sega!







● From high up in the air you get a great feeling of superiority over the troops way down below… no stuff that! Get those guns out and just blast everything in sight! Aaagghhh!



● Ha, ha, ha! Look at that guy running for his life. I don't care if he's scared – he's worm food!

Taking a high-tech, ultra-fast helicopter into the air for a quick joyride might sound like fun, but maybe Mark Pilkington wasn't the best man for the job… "Anyone know where the steering wheel is?", the confused chap asked!



● I bet the blokes in the top of this tower weren't expecting that!

Firestorm: Thunderhawk



● You can select from a view inside the cockpit or a full screen version with none of the clutter.



● A quite road near a beautiful lake and a family out for a Sunday ride in their car – they didn't know there would be mines!

Any Mega-CD owners out there will probably start to curse their misfortune and shake an angry fist at Sega when I say this, but *Thunderhawk* was the only decent game ever released on the ill-fated machine. Every other effort was really just a shoddy Mega Drive port-over, updated with a bit of FMV here and there. Worra rip off! Anyway, apparently *Thunderhawk* was snapped up by almost 80 percent of the Mega-CD market, proving that people know a decent game when they see one.

Any Saturn owners out there will probably start to jump up and down excitably and shout praises at Lord Sega when I say this, because *Thunderhawk* is getting a younger brother to keep him company. Being released on the Saturn just in time for Christmas, *Firestorm: Thunderhawk 2* looks set to improve upon the groundbreaking 3D jiggery-pokery and retain the classic playability of it's predecessor. Maybe.

> **Things are shaping up nicely for the 'next generation' of helicopter games.**

Having played a pre-production demo, I can honestly say that things are shaping up nicely for the 'next generation' of helicopter games. As well as being able to select from three different camera-points to view the action from, there's also a handy virtual cockpit feature, enabling you to take a 180° peek around the rendered levels. Zoom out to viewpoint three, and you can then go the whole 360° around your chopper.

There will be a grand total of 37 missions to battle through in the final version, and I can guarantee that every one of the suckers will be filled with more enemy hardware than even a Bosnian General could muster! Couple this with some fantastic in-game

● Core Design ● £TBA ● Christmas

Completion

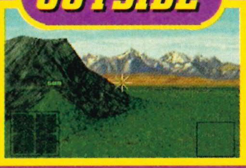
A View to a Kill

You can choose from three different viewpoints in this game, each giving you a different perspective to play from...

COCKPIT



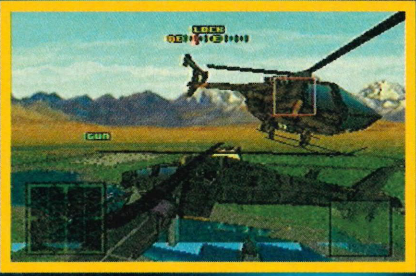
OUTSIDE



CHOPPER





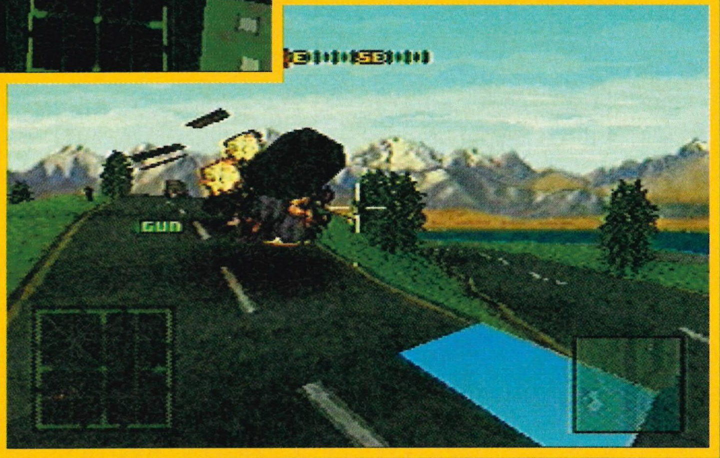


● Every enemy is perfectly texture mapped making the game look well smart!

1st Impressions

The first *Thunderhawk* was a milestone for Mega-CD games – it's just a shame that no other releases managed to reach it in gameplay and graphics terms. The sequel on the Saturn looks darned promising, and if this doesn't turn out to be a classic then there's no justice in the world. With plenty of groovy 3D graphics, and lots of enemies just bursting to be... well... burst, this game will go far!



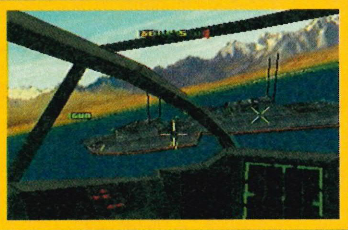


● Using all the buttons on the Saturn's eight button pad you can really get to grips with the controls of the helicopter.

k 2

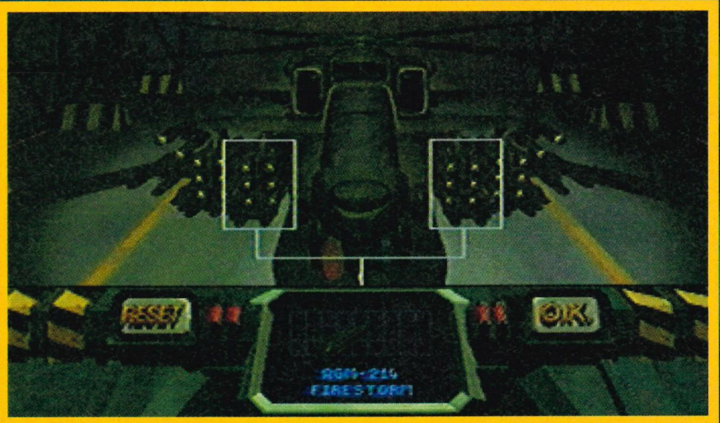
speech, one of the best intros I've seen for a while now and a loud 'n' lairy rock soundtrack, and you've got a possible Christmas No. 1 on your hands.

So get ready to sort out the world's troubles (arms running in Columbia, terrorists in Peru, Nick Trent's beer money) and become a hero to millions when this game finally hits the shelves in December. Keep an eye out for the full review!



● It's not all tanks, tanks, tanks you know. There are a few ships too!





● Arming your chopper is vitally important, so don't just go skipping past this screen. A fighting machine with bananas in the missile bays is no good!

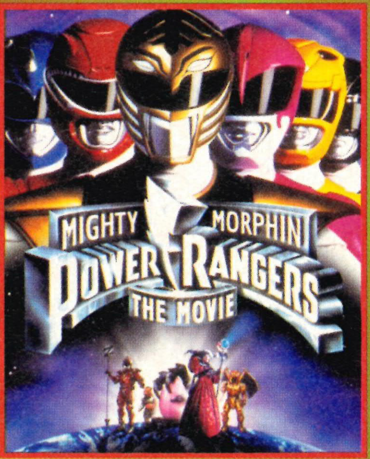
The 12 Compos of Christmas

On the seventh day of Christmas Sega Pro gave to me...

WIN! WIN! WIN!
5 Power Rangers Videos up for grabs

I have the power!

The Mighty Morphin' Power Rangers blast their way onto the small screen with the release of their mega-bucks movie on home video. Superb martial arts action, big budget special effects and all your favourite characters appear in MMPR: The Movie and we've got five copies to give away courtesy of Fox Home Video. Want one? Okay, answer this simple question:



Which Power Ranger does Tommy morph into?

Stick entries on a postcard or sealed-down envelope to: **Morphin' Video Compo, Sega Pro, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS.** Make sure they arrive here no later than 1st January 1996.

Feature '95

Christmas is a coming, we're all getting fat, and what better time to look back on a year's worth of Sega Pro, and Sega gaming in general. There have been good times and bad times. Great games and more than enough duff ones. Nick Roberts looks over his shoulder and takes you on a magical mystery tour of 1995!

Look Back At '95

February 1995 – Issue 41



Game of the month: Virtua Fighter (SAT) with 95%
Stinkers of the month: Space Harrier (32X) and Yogi Bear (MD) both with 43%

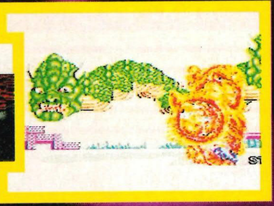
The year started out with a bang – and two fantastic cover mounts. With a guide book to '95 on the cover of Sega Pro and Sega Pro CD boasting two CDs with playable demos: *Pitfall* and *BC Racers*.

Inside the mag, beat-'em-ups were the order of the day. We had the first ever review of *Samurai Shodown* on the Mega Drive scoring 85% and another world exclusive with a review of *Virtua Fighter*, showing off what to expect from the Saturn with polygons whizzing around (and no-one mentioning any of the glitches). It scored a whacking 95% from Pilky and was quoted as, "the nearest thing to having the arcade machine in your home". The poor lad wasn't to know that the game would be blown out of the water by a Remix version, and then *Virtua Fighter 2*.



Cosmic Carnage was the one to look out for on 32X, along with the two arcade conversions *After Burner* and *Space Harrier*. This was by no means a good start to Sega's Mega Drive add-on calling everyone to dis the 32X for having nothing but dodgy old arcade conversions to play.





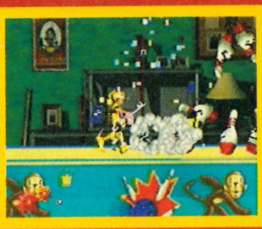
The most playable games on the month had to be *Ristar* on Mega Drive and Game Gear and the brilliant *Cannon Fodder*, both got top marks and caused the team many late nights as they battled to reach that elusive next level.

March '95 – Issue 42

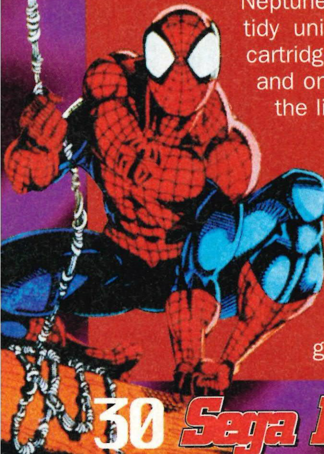
Game of the month: Clockwork Knight (SAT) with 91%
Stinker of the month: Unnecessary Roughness '95 (MD) with 22%



Ooo, scary! *Mortal Kombat II* slid onto the 32X in a four page preview, and the game was looking great. New Saturn releases started to trickle in from Japan and the best of the bunch had to be *Clockwork Knight* with its 3D backgrounds and quirky animation, although no-one knew that they only had half of the game back then, a problem that *Clockwork Knight 2* has now rectified.



Preview wise we took early peeks at *Daytona USA*, *Virtual Hydlide* and the great new Spider-Man game from Acclaim, *Spider-Man TV* – which turned out to be nothing to do with the web-slinger wearing a dress, much to Pilky's disappointment.



Rumours started to fly this month of a new Sega console – the Neptune. It was to be a Mega Drive and 32X in one tidy unit, that could play any 32X or Mega Drive cartridges. Nothing happened on this project all year, and only now have we learnt that it is to never see the light of day!

Readers of Sega Pro CD could enjoy a playable version of US Gold's *Flashback*, even though the game took another six months to appear (is it in the shops now – I'm not sure). The Mega Drive was a bit on the quiet side though, with no games to really shout about.



April '95 – Issue 43

Game of the month: Mortal Kombat II (32X) with 95%
Stinker of the month: Panic (MCD) with 42%



A bit of a change in cover this issue. Instead of the usual laser firing space ship or alien we had a black and white picture of a football match – that's Chris Marke for you (the editor at the time), he's flippin' football mad! He even sorted out a CD demo of *FIFA International Soccer* for this issue's Sega Pro CD.

All this football mania was to celebrate the number of soccer games around in April. *Striker* was an exclusive review on the Mega Drive receiving 84%, *Victory Goal* arrived on Saturn getting 88% and they were all put up against football games of the past in a special feature. Ryan Butt was the new guy – joining to review a few games.

That crackin' arcade RPG from Sega, *The Story of Thor* was also in for the review treatment, scoring itself 90% from Phil 'I like spirits' King, what a shame Pilky went on to write a 'complete solution', missing off the last level and earning himself hate mail!

No-one would believe the rumour that kicked off the news section: *Virtua Fighter* was to come to the 32X! Surely it was impossible to convert this great game to Sega's strange add-on? Well as we now know, they did it, and it was brilliant – the wonders of modern technology!





Easter '95 – Issue 44



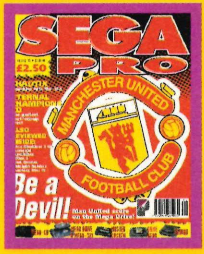
Game of the month: Phantasy Star (MD) with 95%
Stinker of the month: Rockman Mega World (MD) with 67%

All change! The team had a bit of a swap around, just in time to scoff their Easter eggs. Phil King took over as editor and Sarah Moran brought a bit of glamour to the otherwise laddish pages.

With Phil being another football nut the cover ended up being the Manchester United logo for the Mega Drive preview. Eric, Graham and Terry were donned all over the four page feature as Ryan went wild on one of his favourite subjects. Even



more football spilled over onto the CD again, with *Sensible Soccer* given the demo treatment.

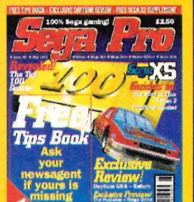


Livening up the Saturn release schedule was a wonderful fantasy ride in *Panzer Dragoon*. Sega blew everyone away when they showed off the animated intro sequence (but wouldn't let us see the game). Then it came in on import so we played it anyway!

Protips was dominated by a great players guide to *Asterix* on the Mega Drive this month, complete with plenty of pictures of the little Gaul duffing up Romans galore and there were lots of great games on offer. *Micro Machines 2*, *Kawasaki Superbikes Challenge* and *Shining Force CD* all scoring 90% and a Pro Yo!

May '95 – Issue 45

Game of the month: Daytona USA (SAT), Panzer Dragoon (SAT) & Earthworm Jim Special Edition (MCD) all with 94%
Stinker of the month: Slam Masters (MD) with 43%



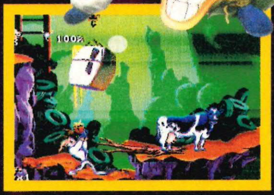




And as if by magic – the Sega Pro team changed again! Phil went off to edit Games World: The Magazine and in his place we got Pete 'Nasty' Wilton and Adrian Price. Seems like a fair swap to me!

A whole new look for the mag too – but not many games around this issue as they had to do a Top 100 Games feature to fill things out! The tips book scelotaped to the front cover wasn't bad though, and *Time Cop* looked great on the CD.

This was the first issue to incorporate a 'free' Sega XS playing tips supplement – of course Pilky never stopped moaning about his work load, but it was fun to see him sweat for a while. It included the concluding (or is it) part to his *Story of Thor* solution and an piece on *X-Men 2*. Good old Pilky – he lives to map games!





Other games worthy of a mention are *Eternal Champions* on the Mega-CD with its great intro sequence and buckets of blood and the brilliant *Street Racer* on Mega Drive which proved that it wasn't only the SNES that could produce realistic 3D racing games.



June '95 – Issue 46

Game of the month: Astal (SAT) with 92%
Stinker of the month: Side Pocket (SAT) with 21%





With a cover that just jumped off the newsagents shelves at you this issue carried a world exclusive review of Sega's *Astal* on the Saturn. It scored the highest in the whole magazine, which was a shame as the game never received the official UK release that it deserved. Even now it's only available on Japanese import.

While *Fatal Fury Special* raved it up on the cover CD the main feature inside the magazine was a special piece all about the Saturn's history written by uncle Pete himself. It took readers on a trip through the development of this wonder machine, looking at the prototypes, early disasters and the accessories that Sega have planned. More great tips were packed into the Sega XS supplement and on other formats the best of the bunch turned out to be Sega's *Chaotix* on the 32X.





Originally planned to be the next Sonic game, the blue hedgehog was abandoned and this hideous red creature slipped into his place. The pages would have looked good too, if the printers hadn't lost the Cyan part of the film, making everything turn out light pink – doh!

1995 TOP TENS!

SATURN

1. Virtua Fighter 95%
2. Panzer Dragoon 94%
3. Daytona USA 94%
4. Theme Park 92%
5. Virtua Fighter Remix ... 92%
6. Astal 92%
7. Bug! 91%
8. Clockwork Knight 91%
9. Shining Wisdom 89%
10. Street Fighter: The Movie 88%

MEGA DRIVE

1. Mortal Kombat 3 ...... 96%
2. Phantasy Star: The End of the Millennium .. 95%
3. Street Racer 93%
4. Fever Pitch Soccer 91%
5. Theme Park 91%
6. Skeleton Krew 91%
7. Micro Machines '96 Turbo Tournament 90%
8. Light Crusader 90%
9. Ristar 90%
10. The Story of Thor 90%

Feature '95

Look Back At '95

1995 TOP TENS!

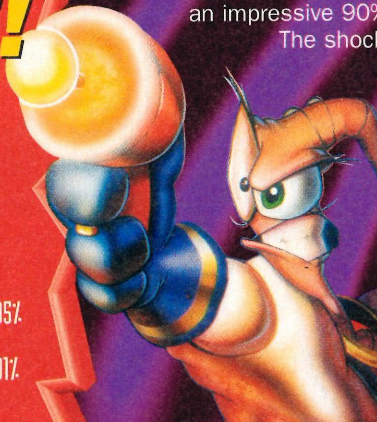
MEGA 32X

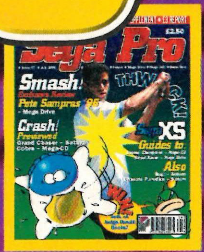
1. . .Mortal Kombat II 95%
2. . .Virtua Fighter 91%
3. . .NBA Jam: Tournament Edition 89%
4. . .BC Racers 88%
5. . .Kolibri 87%
6. . .Chaotix 84%
7. . .After Burner 84%
8. . .FIFA '96 . . . . .83%
9. . .Stellar Assault 82%
10. .Metal Head 80%

GAME GEAR

1. . .Micro Machines 2 . . . . .90%
2. . .Legend of Illusion 86%
3. . .Tails' Adventure 85%
4. . .NHL Hockey 85%
5. . .Stargate 84%
6. . .Arena 83%
7. . .Primal Rage 82%
8. . .Ristar 81%
9. . .Ecco The Tides of Time .74%
10. .Taz in Escape from Mars 63%

Issue 47 - July '95





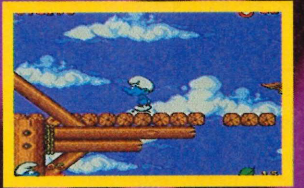
Game of the month: Fever Pitch Soccer (MD) with 91%
Stinker of the month: The Smurfs (MCD) with 62%

Thwack! Pete Sampras makes an appearance on the cover of this issue – whacking our little Anime character Beb flying! All because we had an exclusive review of Codemasters' *Pete Sampras '96* inside. It was a top game too, banging home an impressive 90% and earning a Pro Yo!

The shock news in July was of course the release of the Saturn. At first we all thought it would only happen in the States but when it became clear that the UK would have a July release too people had mixed feelings. Many thought Sega were just running scared, trying to outdo Sony by being first in the marketplace, but the official line is that the whole project just came together quicker than they projected, and consumer demand meant they could safely launch in July!

Top Saturn games in the mag were *Bug!*, *Gran Chaser* (which later had its named changed to *Cyber Speedway*) and *Ultimate Parodius*. Of course the E3 show in Los Angeles was big news too, but none of the Sega Pro team got to go (bah, humbug), instead Dave 'handkerchief' Perry sent back a special report on the latest video game happening Stateside. Oh the tough life of a TV celeb, eh?





Issue 48 - August '95

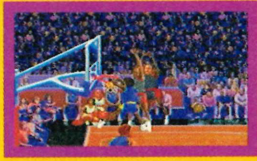


Game of the month: NBA Jam Tournament Edition (32X) with 89%
Stinker of the month: Battle Monsters (SAT) with 63%

At last – Sega Pro sees the light and makes yours truly the editor. From here on it it's all bright lights, lively pages and a sprinkling of magic. Well, just a few typos thrown in for good measure!

With the Saturn going great guns in the shops we thought a smart black book on the cover, showcasing everything Saturn would be called for – and it proved to be an immensely popular promotion. Try to get a back issue of this mag and see what I mean – they're completely sold out!

Inside we had an exclusive preview of Sega's *Garfield: Caught in the Act* and unseen screen shots of *Virtua Racing* on Saturn – a game which has still failed to materialise in review form! If you were looking for top Mega Drive games then we were definitely the place to be – we had *Comix Zone*, *Earthworm Jim 2* and the great *Star Trek: Deep Space Nine* to name but a few.



The hot news was that Namco were to develop for the Saturn with games like *Ridge Racer* and *Tekken* on the horizon. Four months on and nothing has materialised from the huge Japanese company. Oh well, we've got *Sega Rally* and it's better!



Issue 49 – September '95



Game of the month: Light Crusader (MD) with 90%
Stinker of the month: Fahrenheit (MCD) with 29%

A new slimmer Sega Pro and a few problems came with it. Most of the magazine was designed at the wrong size to begin with and had to be started from scratch. This meant a major delay – but we got there in the end.



A giant worm dominated the cover, rendered especially for us by the kind people at Team 17 on their snazzy computers. The trouble I had Emailing that down to my computer – you wouldn't believe!

With a four page feature on the Mega Drive version and an interview with Andy Davidson, the programmer, the feature looked great. And yes – the sheep was real (honest).

Movies were on Mat's mind this month and to prove it he put finger to keyboard and created his Summer Movie Madness feature. With every major release covered, along with all the spin-offs and merchandise that come with them there was plenty for everyone to read – and a giant competition at the end too. We've still got to send some of these flippin' prizes out!

All the competitions got madder as we went through the year. In this issue we had a 3D stereogram image of Pilky surrounded by Sonics – the best answer we got was 'is it a squirrel'!



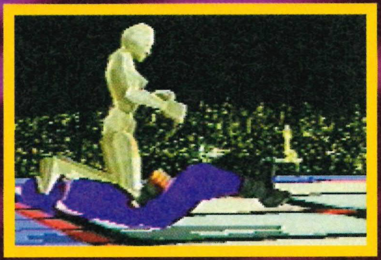




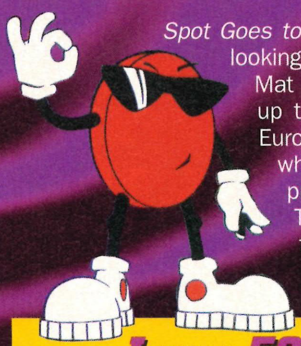
Issue 50 – October '95

Game of the month: **Virtua Fighter Remix (SAT) with 92%**
Stinker of the month: **Race Drivin' (SAT) with 3%**

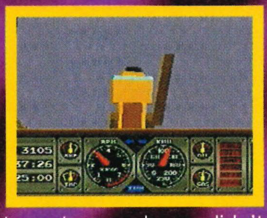
Ooo – scary stuff. With Halloween upon us there was no option but to go for a Casper cover with an exclusive look at the Saturn game. And with Saturn stunners being the order of the day we also gave you the very first look at *Sega Rally* – and what a top game it is too. Plus a review of *Virtua Fighter Remix* – the all new and updated version of the polygonised original.



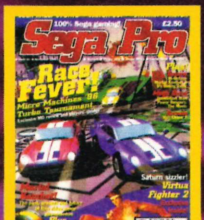
There was one heck of a Saturn stinker on our pages in *Race Drivin'* from Time Warner Interactive. It had to be the biggest pile of poo I'd ever seen on any console – and for a next generation 32-bit game just forget it! This rubbish belonged on a Jaguar!



Spot Goes to Hollywood was looking good though, Mat and I went off up to Derby to see Eurocom, the guys who were programming it. The fact that they treated us to a top nosh up didn't influence our score of the game this issue at all!



Issue 51 – November '95



Game of the month: **Mortal Kombat 3 (MD) with 96%**
Stinker of the month: **Blazing Tornado (SAT) with 36%**

Vroom! The brilliant *Micro Machines '96 Turbo Tournament* blasted into our lives in November with a fantastic multi-player link-up. It was so good all the lads from the PlayStation mag came over and we couldn't get them off our Mega Drive!

Being Mortal Kombat mad, and to celebrate the release of the third instalment on the Mega Drive, Mat put together his ultimate Mortal Kombat feature looking at how the games have changed and the amount of merchandising that has come from this one simple beat-'em-up.



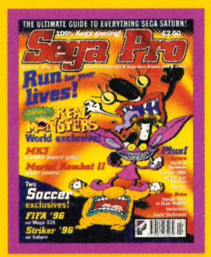
With technology all around us in everyday life we thought it was time to start reviewing the best internet sights, and so this issue we started 'On the net...', our regular fix of cybersurfing. The only problem was that Mark wrote the first one and included a Beastie Boys page – I apologise.

To round things off nicely (and keep all those people who badgered us for months happy) the centre pages were given over to a poster featuring those excellent rendered images of the Virtua Fighter characters. Nice!



So there you have it. 1995 in a nutshell (well, four pages actually). It's been a great year for Sega with the launch of the Saturn. 1996 will be even better because the programmers will have got to grips with the machine by then!
I'm off for a mince pie and a small glass of sherry now – have a Merry Christmas and a jolly Happy New Year!

Issue 52 – December '95



Game of the month: **Rayman (SAT) with 92%**
Stinker of the month: **Off World Interceptor Extreme (SAT) with 67%**

Get your shades out because this cover is bright! Stars of the Nickelodeon channel and Sunday morning on Channel 4, *Aaahh!!! Real Monsters*, were plastered everywhere. These smelly creatures were out on the Mega Drive in a groovy platform game and we loved it so much they gave us a world exclusive review, competition to win a trip around a TV studio and lots of cuddly toys!



Other top games were *Heart of Darkness* on Saturn, *Mortal Kombat II* on Saturn and *Striker '96* – which we had to travel all the way to Birmingham to see (see the effort we put in to bring you all the latest Sega stuff).



After twisting my arm for a couple of months I finally let Pilky write his feature on girls in video games (don't ask me why he wanted to write it), and he then went off and left Nick T and myself to find all the flippin' pictures ourselves. I've still got to give him a slap for that one!

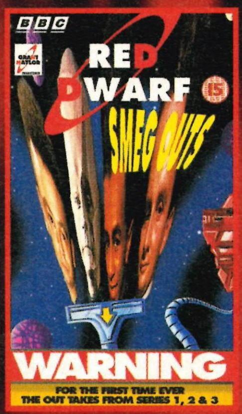
With Mat continuing his *MK3* addiction with a players' guide and the big Sega three (*Sega Rally*, *Virtua Fighter 2* and *Virtua Cop*) on the horizon things were looking bright in Sega land. And as you know by flicking through this issue – they were!

The 12 Compos of Christmas

On the sixth day of Christmas Sega Pro gave to me...

WIN! WIN! WIN!
10 Red Dwarf Videos up for grabs

Let's get Tongue Tied!



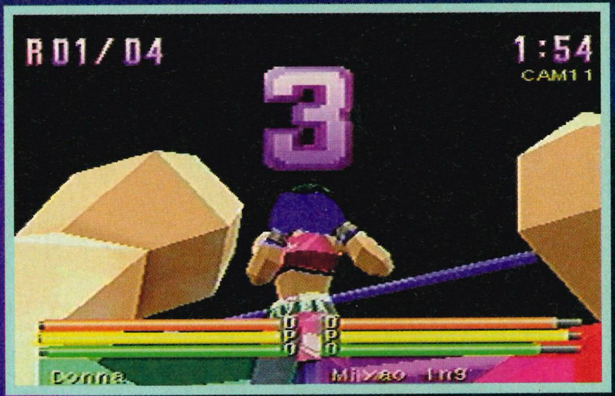
BBC2's massive sci-fi comedy, Red Dwarf, has been a big hit and there's a new series planned for early '96. If you fancy seeing a bunch of professional actors making a fool of themselves we've got 10 copies of the latest video, *Smeg Outs*, featuring outakes and cock-ups galore. Just answer this question:

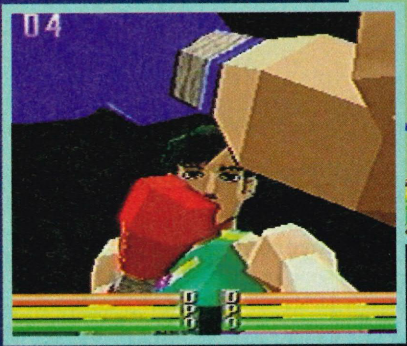
What letter does the hologram Arnold Rimmer have stuck to his head?

Send your entries to: **Red Dwarf Compo, Sega Pro, St Peter's Road, Bournemouth BH1 2JS.** To us no later than 1st January!



● A viewpoint from the boxer's head – when he's down on the ground and out for the count! Not bad!





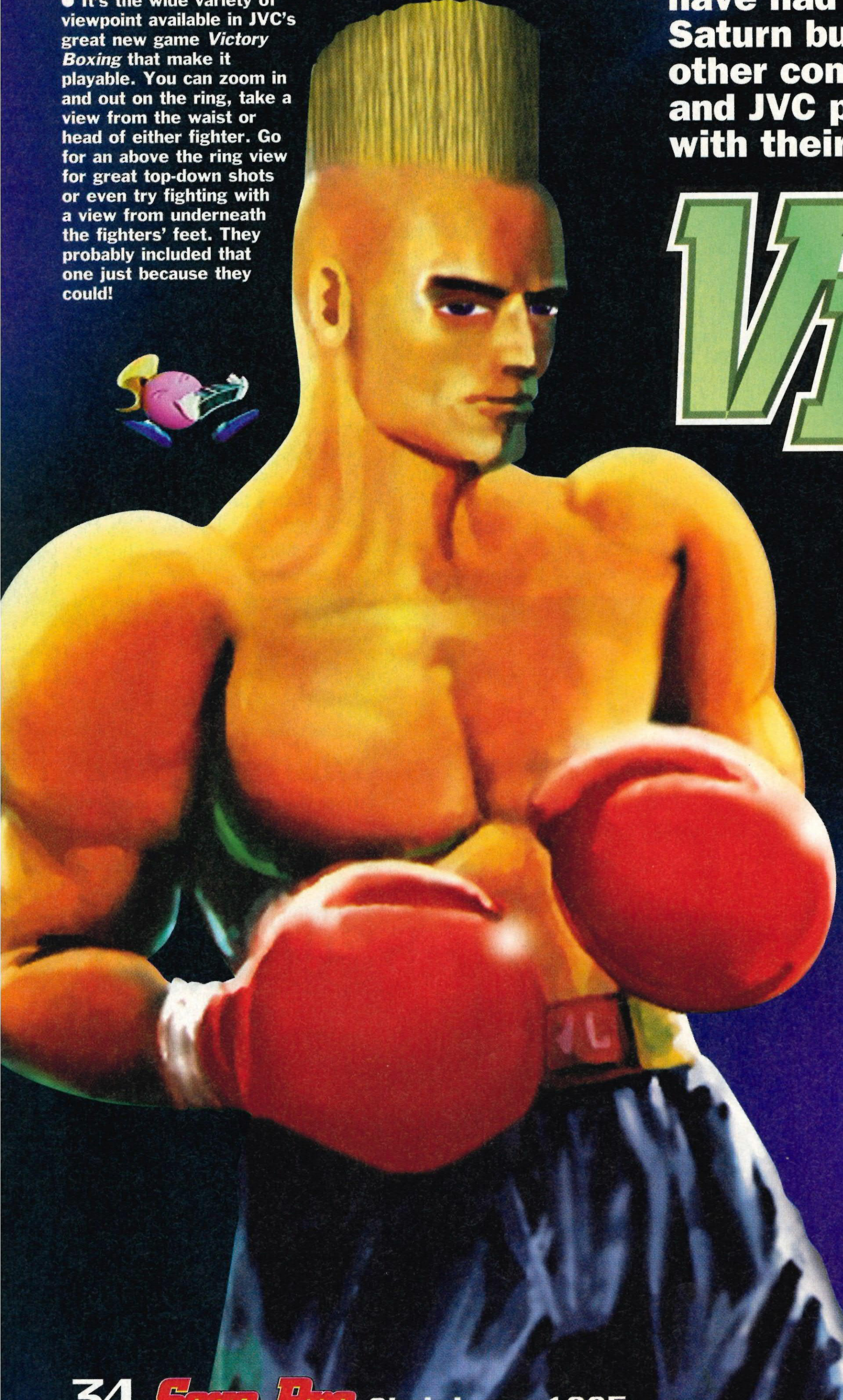
● Woah! What a great punch that was. I bet he feels that come winter!

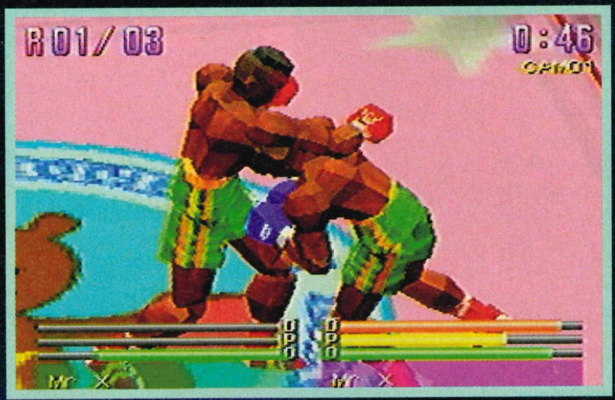
● It's the wide variety of viewpoint available in JVC's great new game *Victory Boxing* that make it playable. You can zoom in and out on the ring, take a view from the waist or head of either fighter. Go for an above the ring view for great top-down shots or even try fighting with a view from underneath the fighters' feet. They probably included that one just because they could!

Sporting games are big business in the States. Sega have had a few stabs on Saturn but now it's time for other companies to chip in, and JVC pack a real punch with their first Saturn release!

Pro Yo!

Victory





● Of course, in great fighting game tradition, both players can fight with the same character. I'd like to see them do this on television!



● We appologise for the boxers' names but these were created by Phil King, ex-Sega Pro editor and complete nutter.



● For a moment then I thought the trainer had substituted his fighter for a giant teddy bear. I must get more sleep.

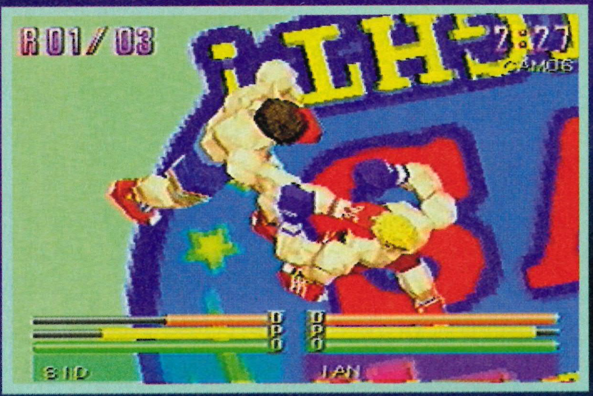
Multiple choice

Just have a look at this selection of different viewpoints and see which one is best! It's all down to personal preference, but I like the close up one of the opponent. There are some pretty weird ones here too!

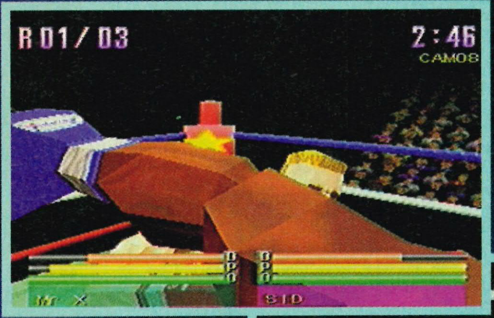








● A top-down viewpoint gives you a great view of punches hitting home. It also gives the sponsor a change to chow off his sign of course.



● Swipe! Take that! It's surprisingly easy to play using this unique viewpoint.



● The start of a fight and the two boxers eye each other up – then run for their lives!



Boxing

Train 'em hard!



Every good sports game has its fair share of options screens, and in *Victory Boxing* there are options to adjust the strengths of the current boxer. They can also be trained and there's a smart little sequence of them working out using a punching ball, sand bag or the trusty skipping rope.

What do you get if you take the polygonised graphics of *Virtua Fighter*, throw in a big helping of Frank Bruno and mix it all up with a bit of added spice? Well if I said *Victory Boxing* I wouldn't be telling a lie!

This little smasher has everything a boxing fan could possibly ask for – and plenty of special features to keep you playing.

Starting out with only the one boxer you can either go solo and fight your way through the 30 opponents or go into the user defined boxer mode and create an army of your own! In boxer define all the features of your prize fighter can be fiddled about with. Change the skin colour, height, weight, build, sex and then give him or her a special pet name so that you know they're your special hero.

> **It has the added bonus of having multiple camera angles**

Choose to fight your way through with the small, slow boxer the game gives you and you are rewarded each time you win a round. Basically JVC have given you hardly any of the special moves and the worst example of a fighter to start out with. This could have worked against them with people thinking that the game can't handle the speed and complexity it needs to, but play for a while and you'll soon see the gameplay shine through.

The truth is that there are many special moves on offer. Multiple jabs, uppercuts and maybe a punch below the belt if you practice enough! The longer you play, the more special features will become available to you until you've worked your way up to the ultimate boxing simulation!





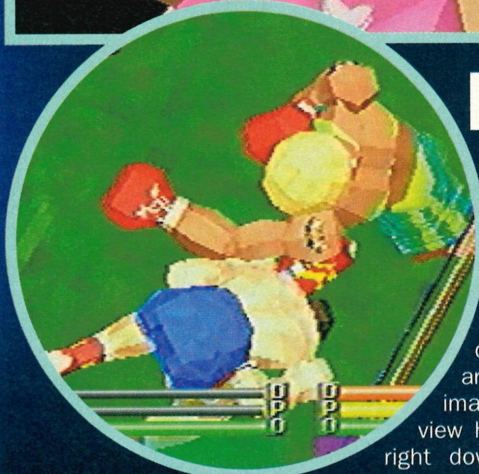
● Win a few fights and you'll hit the newspaper headlines!

D.I.Y. Boxing!

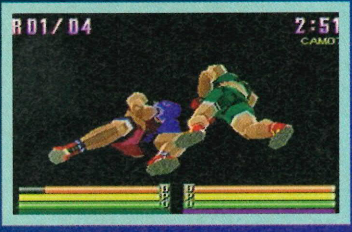


Not content with having just about every option under the sun available? Do you want to modify your own boxer? This enables the player to modify his or her boxer by changing the strengths, height, weight and even skin and hair colour. Give it large!









● Get outta here! No-one plays like this – or do they?



● Ding, ding! Come on call the bell. Can't you see poor Donna is hurt?



Victory Boxing is really impressive to look at and it plays just as well. It has the added bonus of having multiple camera angles that can be tinkered with during a match. They cover just about every area of the ring you can imagine, from the birds' eye view high up above the fight right down to one that goes underneath the boxers so that you can check whether they've changed their underwear lately! Select the waistline or head views and you take a look at what a boxer sees when a punch hits home!

I'd better not forget the sound either. There are some great tunes in here, as well as the cheers of the crowd and some really meaty punching sounds! For the most part, the boxers move really well, and the screen rotates around the ring in a realistic way. Every opponent has his or her own attributes. Ron Talay from Thailand is a top boxer but wishes he could use his legs, and Rose Dubee from the UK is a relentless attacker who puts all the other male boxers to shame. As well as the usual uppercuts and jabs each boxer can execute a spectacular Super Death Punch, which varies depending on each boxer's style.

I was really impressed by the movement in the game. The way the fighters reel back and stagger after getting a good thumping just has to be seen to be appreciated. Then when you've finished your fight and been declared the victor you can replay the whole thing, changing viewpoints and zooming in and out on your best shots.

It's all of these little features that make *Victory Boxing* such a playable game. It works especially well in two-player mode when each of you can set yourself up with a unique fighter and use him to reach the top of the championship.

Everyone who played it in the Sega Pro office loved it to bits – and you can't get a better recommendation than that can you?

● **Steve Hardy**

Proscore

90

***Victory Boxing* combines realism with utterly addictive gameplay, and it gets better the more you battle away. A real knockout!**

Mega Drive



The Ooze

● Uurrghh! The Ooze comes across one of the bad guys in a protective suit, but it won't protect him from this slime!



● Oh no! The Ooze is getting shot and he's losing slime. If he loses any more, that's it!



Ever had one of those days when you just feel down in the dumps? Well, think yourself lucky you haven't been changed into a pool of toxic ooze and left in a waste tip!



● This is the start of the game, where The Ooze is dumped from a waste pipe!



● Game over! What a bad day this poor guy is having...

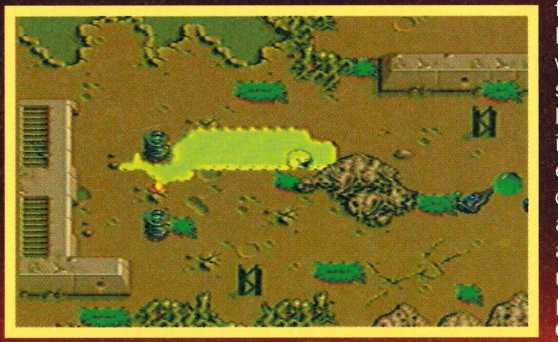


The Ooze must rank as one of the most original and clever ideas for a game I've seen this year. It all starts off with a comic strip: The hero of the story is a clever scientist, presumably working for some chemical factory. He stumbles upon a room containing top secret and very dangerous plans, but in comes some guy with a group of hard blokes who promptly inject him with something nasty, turning the poor geezer into a living pool of ooze and flushing him down the toilet. Not a bad story, eh?

Starting in a toxic waste dump (that's where the guy was flushed to) it's the job of The Ooze to move around and find the exit to each of the levels, using any objects or scenery he can along the way. This nasty green blob isn't as helpless as you'd think though, as it can spit or hit the various mutants and soldiers patrolling the area with slime.

Controlling The Ooze really is an experience

Controlling The Ooze really is an experience. It moves similar to how a puddle of mercury would. Everything sticks together, and should you come across some more icky green blobs, they can quickly be absorbed, increasing the size of the hero, rather like the T 1000 in *Terminator 2*. It's all very clever – the bigger The Ooze gets, the more energy it has. Should the poor thing get hit too much, it shrinks and eventually dies.



Fuel drums that block the way have to be blown up and guards have to be dispatched with the complete some sections and The Ooze does move far too slowly for my liking, making it susceptible to attack.

Having said that, Sega seem to be sticking with their environmental theme and have come up with a pretty playable game here. Had there been more to do in the levels, this would have scored even higher. However, it's challenging enough and certainly makes a change from all those boring run-of-the-mill platform games.

● Steve Hardy



● The Ooze defends himself by sliming his enemies to death. Yuk!

Proscore

81%

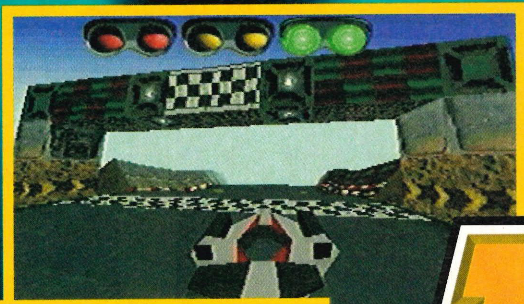
The Ooze oozes originality and presents a fair old challenge, but gets dull in places. Give it a try anyway!

Ooze this then?

This comic strip intro (they get everywhere don't they?) shows how the normal bloke gets changed into a hideous bubbling lump of toxic waste, hell bent on revenge!



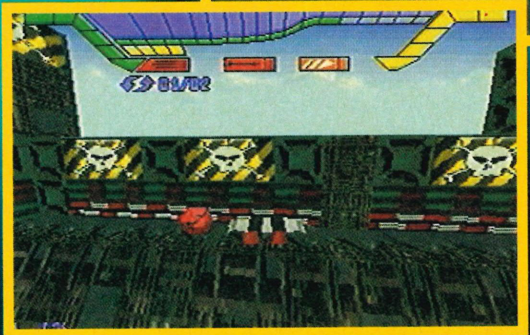




● Bullfrog's speedy futuristic racer, *Hi-Octane*, blasts onto the Saturn with a near PC perfect conversion. Will it be a *Daytona*-beater? Read the review lazy!

So you've seen rave reviews for *Wipeout* on the PlayStation? Pah! Top coders Bullfrog just might have a real racer up their programming sleeves...

Hi-Oct

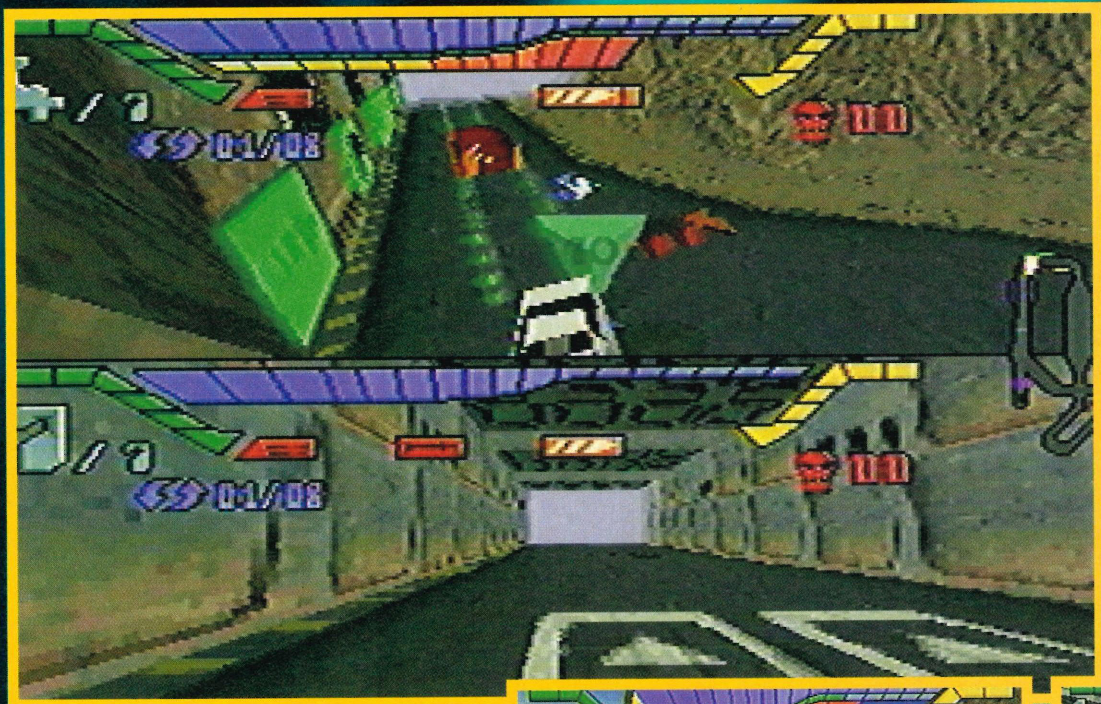


● One impressive feature of *Hi-Octane* is the handy split-screen two-player option. Although the Saturn has to cope with more on-screen action, there's no apparent loss in speed, gameplay or graphical quality. In this mode both players are out to stop each other using any means possible. Nail-biting stuff folks.

Set in the 21st Century, *Hi-Octane* is a futuristic racing game that straps players into the seats of powerful hover-sleds and sends them hurtling down tricky tracks at breakneck speed.

A wealth of handy options are packed within this game including various racing set-ups Championship, Single Race, Clone Race and Death Match as well as a convincing split-screen two-player feature. Select from nine courses, each with their own hairpin bends and lethal leaps to negotiate, and either win a race by crossing the finishing line first or destroying all your opponents.

Yep, that's right, each sled comes complete with handy cannons and missile launchers to teach challengers a thing or two. Best lap times may be saved in the Saturn's RAM and up to eight folks can take part in a Hot Seat match where players take turns in racing each course, attempting to better each other's times.



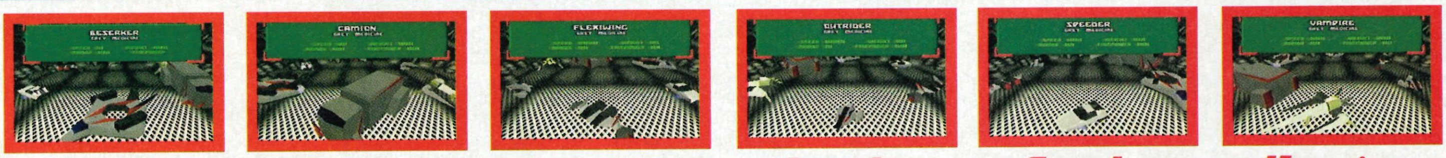
Hover Bovver

There are six different vehicles to choose from in *Hi-Octane* and, as you'd expect, they each have varying attributes such as speed, armour and firepower. Select wisely as choosing the right craft could mean the difference between reaching the winning post in one piece or ending up in the intensive care ward!





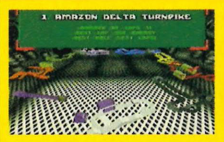
● Steer too far off course and your hoversled will set itself up for a hammering courtesy of the other craft on the track.

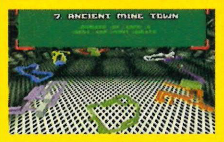


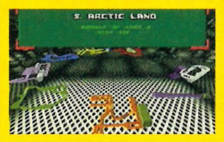
1. Beserker 2. Camion 3. Flexiwing 4. Outrider 5. Speeder 6. Vampire

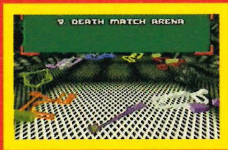
Road to nowhere

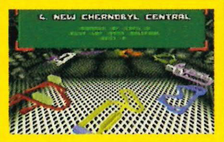
Nine separate courses are up for grabs with later levels proving to be a challenge for real adrenaline junkies. In the Single Race mode, any track may be raced but in Championship mode, coming first is the only way to access the next course.

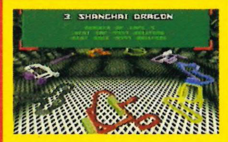

1. Amazon Delta

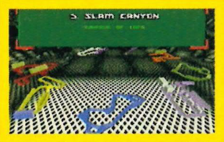

2. Ancient Mine

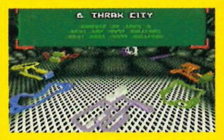

3. Artic Land

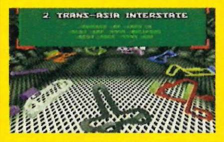

4. Death Match


5. New Chernobyl


6. Shanghai


7. Slam Canyon


8. Thrak City

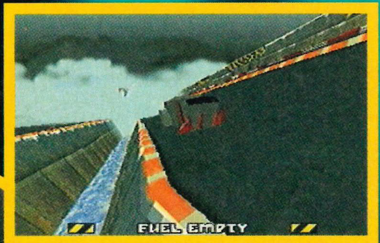

9. Trans-asia

ane



● Score points by performing cool stunts such as flying off ramps at high speed, spinning round 360° or any of the other tricks the *Dukes of Hazzard* can pull off.





● Thoroughly search each level for useful items such as special weapons, extra shields and ammo.

● It's essential to keep an eye on fuel levels, ammo supplies and armour.



● Take out an opponent with a well-placed missile and grin like a real chimp as they explode in a blazing ball of metal and fire.



● Players view the action from one of three viewpoints. There's the tricky in-cockpit angle, behind the car option or above and behind.

I have to admit, it's great to see Bullfrog converting some of their top titles to the Saturn with *Theme Park* already out there and even the awesome *Magic Carpet* on the horizon. Although better known for their PC games, Bullfrog have obviously realised the graphical potential of the next generation machines and aim to bring the best products they can to these future platforms.

Saying that, you can't help but wonder if Bullfrog need slightly longer to tinker with their Saturn development kits. For while the handy press release states that *Hi-Octane*, "will be further enhanced by the superior technology offered by the Sega Saturn", you can't help but wonder where these improvements are lurking. The PC version ran just as fast and with the Saturn's alleged 'superior technology' it comes as something of a surprise to see graphical glitches, polygon drop-out and patchwork quilt backgrounds.

> **Bullfrog need slightly longer to tinker with their Saturn development kits**

Hi-Octane still plays extremely well and there's next to no slowdown in two-player mode which makes head-to-head challenges a real treat. Unfortunately with *Sega Rally* on the way and possibly a Saturn version of *Wipeout*, *Hi-Octane* may need to receive the sequel treatment in order to stay in the fast lane.

● **Mat Yeo**

Proscore

79

A decent enough conversion of the classic PC game but somewhat lacking in real high-speed thrills or Saturn enhancements.

Sp





• A fireplace eh? I wonder what will happen if the little guy walks through it? A secret level perhaps?

• *Spot Goes to Hollywood* features plenty of platform action with various movie-based levels. Can you tell which films are being ripped off?



Virgin's very own soft drink inspired mascot returns to the Mega Drive in a platform romp with a difference. Sunglasses and free 7-Up all round folks!

After what seems like an eternity lost in platform character limbo, Virgin's *Cool Spot* makes a triumphant return to the Mega Drive. Although big things are planned for Spot in the next generation console world, his roots were firmly planted in 16-bit land and that's where he returns for an action-packed isometric adventure set in tinsel town itself.

For those of you out there who are a little confused (and let's face it, that means most of you!), this is actually the third outing for Spot as he also appeared in some dodgy NES game that's best forgotten and the original MD *Cool Spot*, which was developed by the now legendary Dave Perry of *Earthworm Jim* fame.

This time around the programming team are Eurocom,



• Any creature that wears a bandana has got to be a bit sad if you ask me. I'm sure I saw one on Games Master last week you know!





• Monkey see, monkey do. Spot dodges fruit-throwing primates galore in the jungle-infested anicient temple levels.

Boss bonanza

As you'd expect, each level has its own tricky guardian to defeat but the trick here is that you have to think three-dimensionally. Oh alright, what I mean is that you can attack your enemies from almost any angle. There, simple enough for you? Now take a glance at these mean hombres...

Devil boss

1



Pumpkin boss

2

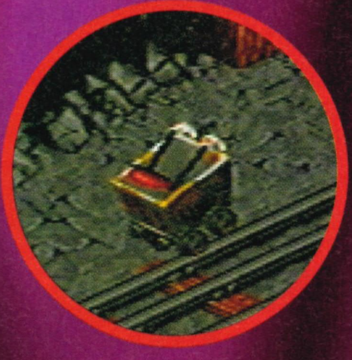


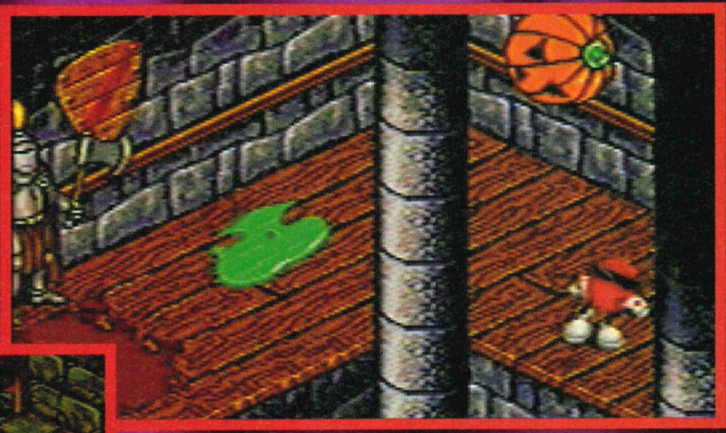
Underwater boss

3



ot Goes To Hollywood









● Zombies have appeared in *Dawn of the Dead*, *Zombie Flesh Eaters* and any episode of *Scooby Doo*.

a talented bunch of folk with loads of Sega games in the pipeline. This 3D isometric offering whisks Spot away to Hollywood as he makes his way through four movie-influenced levels. Each section is divided into another four sub-levels, with each having its own film-inspired setting such as *T2*, *Star Wars* and *Indiana Jones*.

Guide Spot through his adventure, dodging enemies, locating secret rooms and collecting enough spots to activate the exit marker. Bonus levels may be accessed once enough of those red dots are collected and these provide an opportunity to grab valuable extra lives. The last level always contains a tough end-of-level guardian, most of which require careful timing and accurate fizz-blasting to dispatch.

Cool Spot himself is a well-animated little soul

Cool Spot himself is a well-animated little soul with plenty of quirks (leave him standing for a few seconds and he answers his mobile phone like Nick) and is capable of simple jumps, running and carbonated blasts. Half-way markers and a handy password system ensure that frustration levels stay at a minimum but bosses will still sap plenty of lives.

All in all, *Spot Goes to Hollywood* is a top platformer with loads of secrets, exploration and smooth character animation, but a lack of levels may just be its downfall.

● **Mat Yeo**



● You're for the chop my lad! Poor Spot meets a suit of armour with a really crap sense of humour.



● There's no way I'm going to make any jokes about crabs at all. Or any other crustacaens. Except lobsters.

Movie Magic!

Every level in *Spot goes to Hollywood* has been cunningly swiped from a famous movie. Can you spot (groan) the film tie-ins?

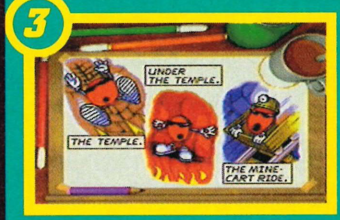
1



2



3



● **Spooky! Spot strolls round the Haunted House level and guess what? Yeah, flippin' ghosts everywhere. Keep your distance as these spectres are impossible to kill. The best tactic is to wait for them to transform into smoke then quickly nip through, collect any goodies and make it to an exit in one piece.**

Cor – it's just like a scene out of The X-Files isn't it? No? Well please yourself!

Proscore

85

A worthy sequel to the original *Cool Spot* that takes a unique isometric look at our shades-wearing hero.

The great SEGAPRO Christmas Board Game!

Picture the scene... It's Christmas Day and all is well. Your mum and dad have brought you a brand new Saturn and you're looking forward to playing on it. But just as you're about to open the box, Noel 'cheesy' Edmonds pops up on the telly and begs parents to donate any unwanted presents to the homeless children of the world. Guess what? They decide to donate you're new console!

One swift argument and a clip around the ear later, there you are, bored out of your mind, casually watching the repeats of Morecambe & Wise and flicking through a copy of Sega Pro. What a fun Christmas this has turned out to be! But then an idea strikes you. An idea that could just possibly change the way you look at presentless Christmas Days forever – why not get the whole family together and have a game of Sega Pro's free (yes, free) board game!

The Rules

1. Up to eight players can join in on the fun. You can use anything you like as a marker, feel free to cut out coloured tokens from unwanted Christmas wrapping – they'd be perfect.

2. You'll need a six-sided dice to determine who goes first and how many spaces along the board you move.

3. Starting from the bottom-left side of the board, it's your goal to make it all the way to the end before anyone else does. Depending on where you land, you'll either have to go forward or back some squares, roll the die again, miss a turn or simply stay where you are.

4. If you land on the same square as an opponent, he will have to surrender his place and go back one space. Ha, ha, ha! Ready?

START

Ahh, it looks like it's going to be yet another wonderful day in the land of Sega Pro!



35

36

Mark accidentally spills his hot chocolate all over the Saturn. Doh! Go back two places.

37

Mark gets called by that most hated of nicknames... Pilky. "Don't call me *Pilky*!" Miss a turn.

THE END

Well done! You've finally made it to the end, which makes you the winner of the game (believe it or not!). You lucky devil, you. Now gloat smugly at your mates and tell them you're ten times better than they are. We'd like you to note here and now that Sega Pro takes no responsibilities for any recuperation's involved... Merry Christmas!

34

33

The team all gets to spend the afternoon in Sega World and all the machines are on free-play! Go forward two places.

32

Steve disappears into reception and comes back covered in love bites. The sly old fox. Roll again.

31



25



30

26

The latest issue of *Sega XS Classics* arrives in the office, but Mark's name is still left out of the credits. Bah! Go back four places.

27



28

GOODIES

29

Nick T's the only one doing any work, as everyone else is playing *Micro Machines '96* all afternoon. Miss a turn.



16

15

14

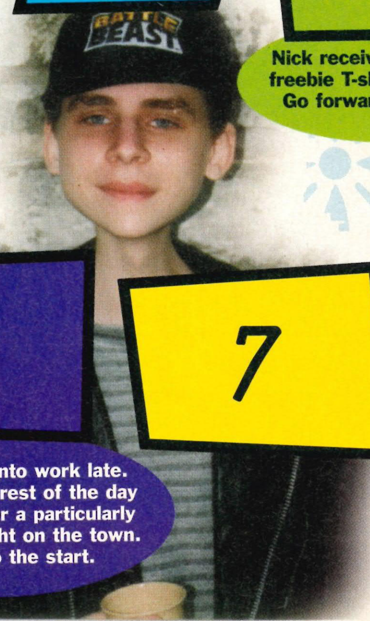
Nick receives yet another freebie T-shirt in the post. Go forward two places.

13

12

Steve receives a love letter from a girlie reader. He faints. Roll again.

11



9

10

6

Mark arrives into work late. He spends the rest of the day recovering after a particularly light weight night on the town. Go back to the start.

7

8

Steve enlightens the team with an interesting fact: "Did you know... Humming birds can't walk – they have to hover into their nests?!". Roll again.

Mega Drive

● Virgin ● £44.99 ● November

Earth

Stone the crows Guvnor (no pun intended)! The eagerly awaited sequel to one of the most impressive games in years has slithered straight onto the Mega Drive!

Crikey! Nick has given me all the smart games to review this month, and *Earthworm Jim 2* is one of the best. The wriggly one has returned for another platform extravaganza and a trip into a weird world of freaks, monsters and slime in his search for Divine Revelation. Worse still, his girlfriend has been abducted by Psycrow, who is planning to marry her – the bounder!

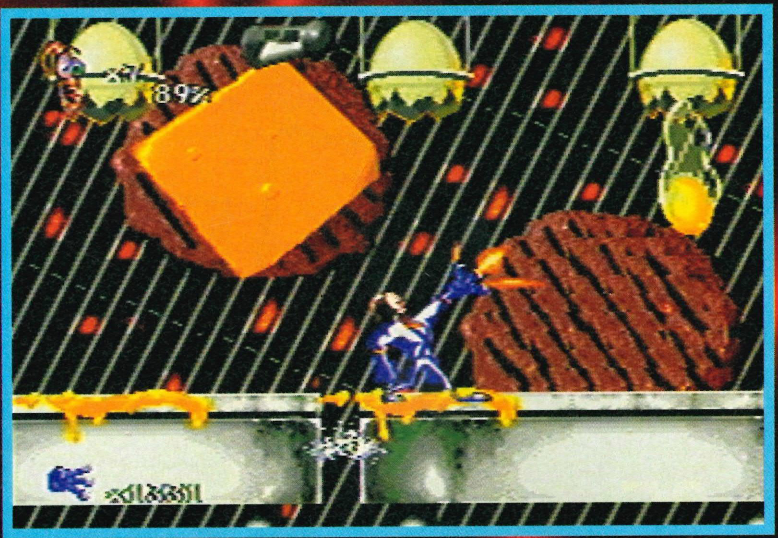
So, Jim is on the Planet Of Monsters and ahead of him lie some of the wackiest levels you will ever see. All the humorous bits, including the fantastic animation on Jim, have been retained and there are loads of new characters and bosses to search out. Psycrow has also stolen Peter Puppy's litter of 600 little puppies, and he's not pleased! Fortunately, Jim is armed with his usual blaster but also has the help of snot, a globule of said stuff that acts as a sticky rope!

you will never see a more visually impressive platform game

Each and every level is completely different from the last with names to match, with the first being a straightforward shooting affair. Then you come to the underground capers in Lorenzo's Soil where Jim has to shoot his way out. Complete that and Jim puts on a blind salamander costume (?) for a trip around what looks like a pinball table inside someone's guts – it's just all so mad, but we loved every minute!

Later in the game, Jim takes on Evil The Cat in a fun house, fights The Intergalactic Revenue Service, battles through a giant level full of burgers, ketchup and sharp forks, and has to return cows to their barn for milking before they're abducted by alien space ships!

There really is too much to mention, but take our word for it that *Earthworm Jim 2* is an incredible game that improves on the original in just about every respect. The sound is clear and there are some funky little tunes to compliment the action. Jim has got a load of cries, shouts and watch out for the grannies which drop on Jim, batter him with their brollies and shout 'fresh'! Now if that isn't bizarre I don't know what is!



● Never a man (or worm) to watch his waistline, Jim stops the game for a nice lard sandwich.



● This Shiny lot are mad, but enjoy giving tributes to great games. I wonder which one this is from?

All the graphics have been improved using the new Animotion 2 technique and it really does show. In fact, I'd go as far to say that you will never see a more visually impressive platform game on the Mega Drive. *Vectorman* was good, but this is the dog's gooseberries!

Impressed? We were – it's crazy, hilarious and playable throughout and will cheer anybody up who plays it, guaranteed. Even though Mat completed it on his second go – on easy that is!

● **Steve Hardy**



● Always remember not to drop cows on their heads – it hurts!



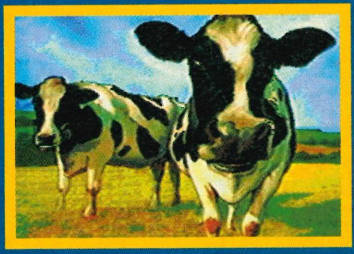
● Hmm, I'm getting hungry just looking at this screen shot. Where's my banana?



Mad grannies and talking cows!

These are some of the weird and wonderful characters in the world of *Earthworm Jim 2*. Take a look – just what goes through their minds at Shiny Entertainment?



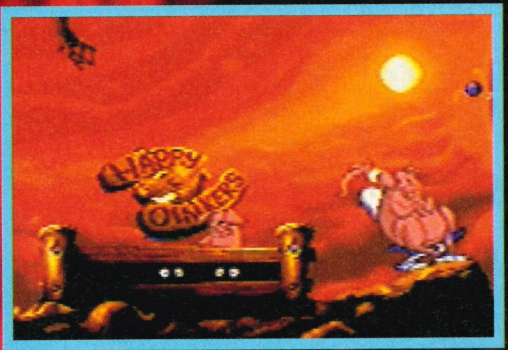


...worm Jim 2

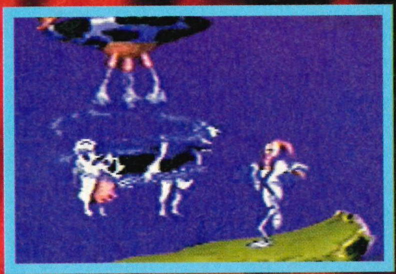
Slush Puppies!

Puppy Love is really a bonus game with a very simple objective. Jim has to catch all the puppies that Psycrow throws using a huge marshmallow, and bounce them towards Peter Puppy at the other end. Watch out, because if you miss three of them and they get squished on the ground, Peter Puppy will get angry, and when he gets angry... well it isn't very pleasant!





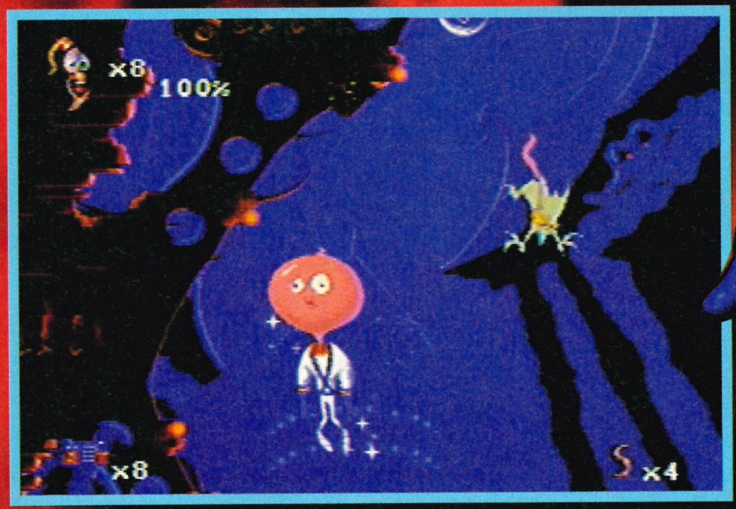
● Pigs are really heavy – have you ever carried one? It's not much fun!



● Bring back our cows you nasty aliens! Oh I'm sorry Jo, we couldn't save them.



● This must be one of the most complex levels ever created for a Mega Drive platform game. The soil falls and moves as Jim pumps away with his gun. This means the computer must constantly recalculate the ground for Jim to walk on!



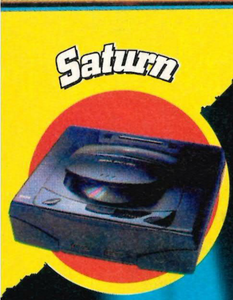


Pro Yo!

Proscore

93

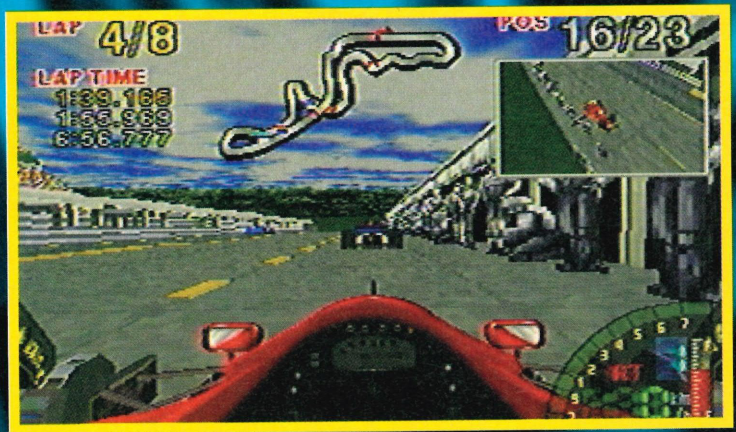
Earthworm Jim 2 really does shine, showing all the quality of the original whilst throwing in better graphics, amazing sound and wackier levels – buy it!



Review ● Sega ● £59.99 ● Import now

F1 Live

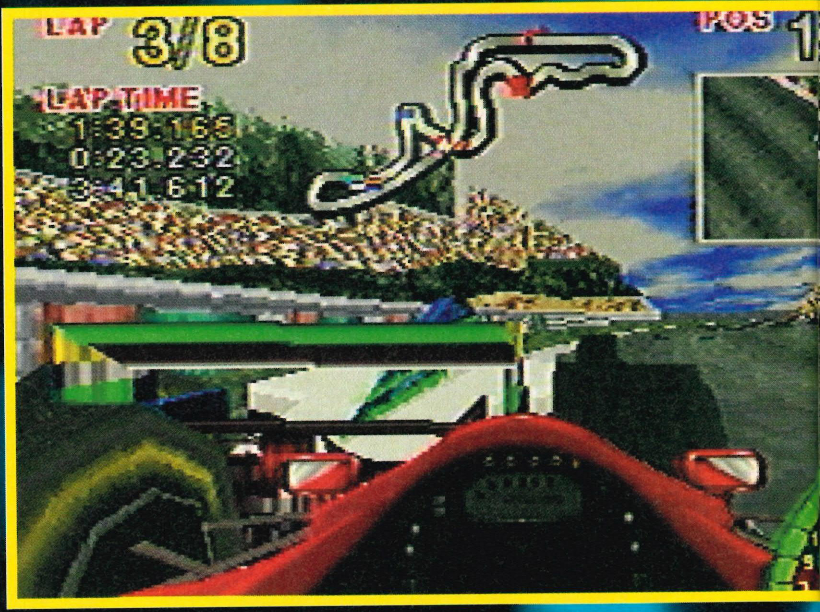
Solid polygon racing is old hat, man! Sega's Japanese racing mad programmers have got it sussed – check out these screen shots!

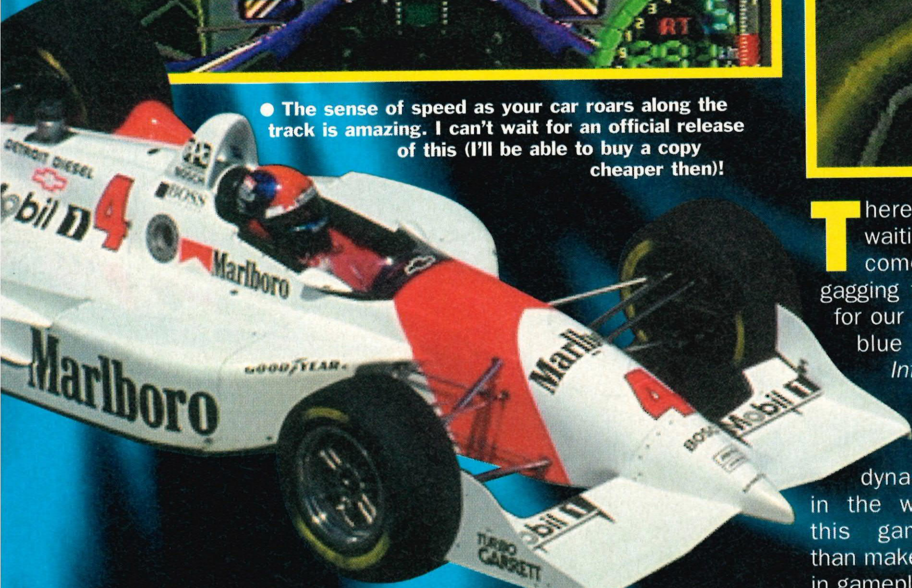


● In the pit lane and the mechanic geezers are taking away your tyres. How are you meant to race?



● The sense of speed as your car roars along the track is amazing. I can't wait for an official release of this (I'll be able to buy a copy cheaper then)!





There we were, patiently waiting for *Virtua Racing* to come into the office, gagging for some racing action for our Saturn, then out of the blue comes *F1 Live Information* from Japan. It might not have the most dynamic title in the world, but this game more than makes up for it in gameplay.

The development guys are certainly getting to grips with the Saturn's power because everything in this is slick and professional. A Ferrari zips along nicely in a rendered intro and all the options screens are really well presented and accessible.

Real life racing drivers can be chosen, along with their cars

Real life racing drivers can be chosen, along with their cars and racing teams so you can at last put yourself into Damon Hill's boots and see how well they fit! All the cars and tracks spin around on the selection screens – showing off what can be achieved with a little effort.

Before a race begins it's time to adjust the wings, tyres and fuel load of the car with the viewpoint flicking around the mean machine with ease. All these factors could mean the difference between winning and losing so take car not to make

Those magnificent men

We were surprised to see five of the world's top racing drivers pop up on the screen when the car selection screen came around. Whether they have given official approval for Sega to use their names and cars is unknown, but selecting Damon Hill to drive with should make many a racing fan's dream come true!



1. HILL



2. SCHUMACHER



3. HAKKINEN



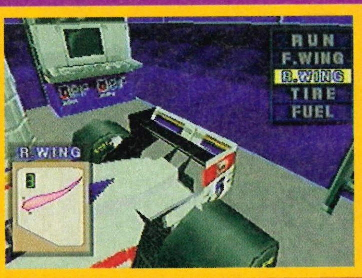
4. KATAYAMA



5. ALESI

Custom cars

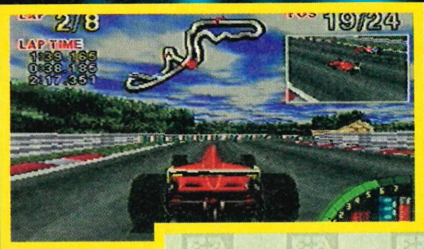
Before you dive head long into a race try customising a few of the bits and pieces on your car. You might improve your times and actually win a race – if you're lucky!







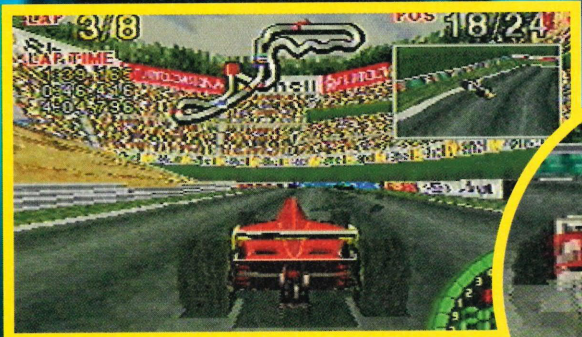
Information



● *Sega Rally* is a fantastic rally simulation but if you like your races on tarmac, not mud, then *F1* is definitely one to get hold of. At last – good looking Saturn games!

Contact: The Video Game Centre on 01202 527314.



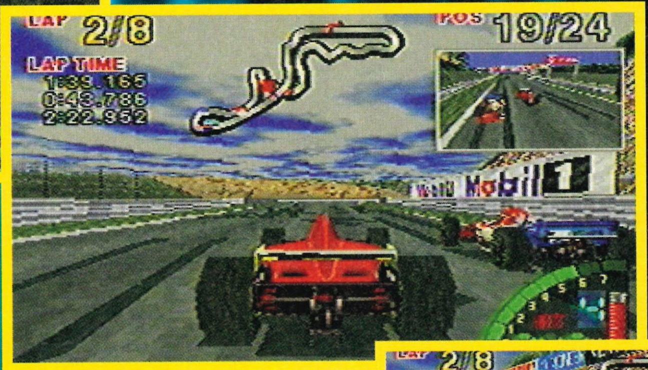




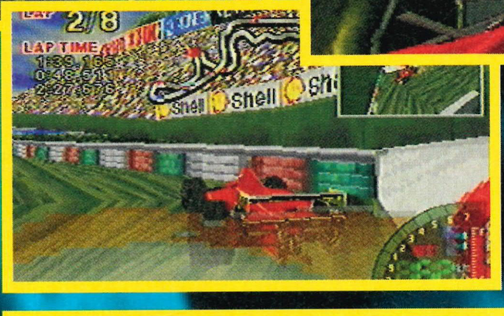


● The tracks all spin around in glorious 3D as you select them. Now this is what we want in Saturn games!

● It's a Sega racing game, of course there's going to be a selection of viewpoint to play in. This is the behind the car view, in case you were wondering.







● Driving on the grass isn't advisable. It throws up a hell of a lot of smoke and doesn't do your tyres any good. But if you choose Hill to drive with this type of thing is compulsory. Ooo, controversial!

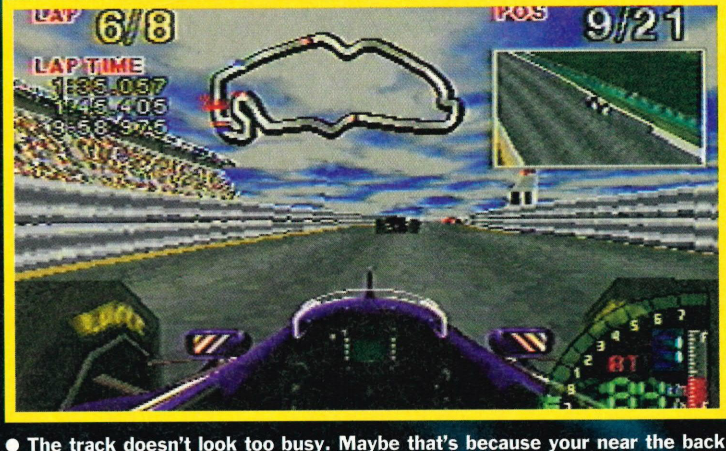
the car too heavy.

Then it's finally into a race. You can choose a time trial, single race or have a full Grand Prix. The full monty is the most impressive option to go for though. As you race around the tracks you get full commentary from mad Japanese commentators and a small screen gives live highlights of the race, zooming in on crashes and pit stops.

This is amazing! I've never seen a racing game pull the commentary thing off very well before – but *F1 Live Information* does it in style. I just hope they can get Murray Walker to do the English version when the game arrives here in the Spring.

I'm a real *Sega Rally* lover, but this F1 game has turned my head. It's got everything you could possibly want and is incredibly well put together. An excellent game from Sega of Japan!

● Nick Roberts



● The track doesn't look too busy. Maybe that's because your near the back of the pack! Notice the small screen inset, that shows the highlights.

Proscore

90

The first Formula One racing game to arrive on the Saturn and it's given *Virtua Racing* a tough standard to maintain!

Mega Drive



Review

● Sega ● £39.99 ● November

Garfield
Caught In The Act

The fat cat with a taste for Lasagne is back in computer game land, and this time he has the power of Sega behind him.



● Garfield swings through the TV wires at the start of each level, He's trapped in a deadly television nightmare of classic movies. Watch out for those electric sparks!



● Garfield takes a well earned rest in the spooky graveyard, underneath his beloved teddy bear, Pooky.



● Right: The evil Count Dracula swoops on Garfield at the end of the level. Hang on, isn't that Odie the dog?

So, what has the frumpy feline been caught doing eh? Well, we all know that Garfield loves to laze around and watch television whilst eating. An intro at the start (in the form of a cartoon strip) shows us that Garfield has somehow been sucked into the TV, and he has to escape this nightmare and return to the comfort of his owner, Jon Arbuckle and his beloved cuddly toy, Pooky.

Smooth animation and detailed backgrounds, plus lots of cartoony characters

This paves the way for loads of platform levels with all the humour and fun that has made Garfield so popular around the world. Each level takes the theme of a style of film. The first has Garfield fighting against ghosts, freaks and vampires in Count Slobula (who actually appears to be Odie!). On the prehistoric level, Garfield sports a pair of Sabre Tooth Tiger teeth, and in moody gangster land (actually called Catsablanca!) the entire level is in black and white to capture the mood.

Along the way our orange hero can collect food to boost his energy (yeah – as if the fat cat needs to eat any more) and remote controls will transport him to the boss. Look out for Pooky the bear too – he acts as a continue point!

On the graphics front *Garfield: Caught in the Act* looks perfect. Smooth animation and detailed backgrounds, plus lots of cartoony characters wobbling about all over the place including many from the cartoon series, and hidden secrets galore. Fans of Garfield, of which there must be millions, will love it to bits – it's a great improvement on the poor versions we saw on the Amiga and Game Boy a few years ago. It has all the makings of a great platform game, but it does have one or two problems.

First of all the whole game is extremely difficult to play, and it's sometimes difficult to figure out what has to be avoided and what can be jumped on. Worst of all, the enemies reappear a few seconds after they've been killed. Aaahh!

If you like your platform games tough, then *Garfield: Caught in the Act* fits the bill perfectly, but you're really going to have to be patient with it. Once the game gets going, all the aspects and features of the Garfield cartoons really begin to shine through.

● Steve Hardy

● On the caveman stage (or should that be cave cat?) Garfield uses bloated fish to reach new heights!



Pro MOTION

Time to check out the brilliant comic strip intro sequence that Sega have bolted onto the beginning of the game. There are so many great intros to games these days we've decided to make them a regular feature of reviews and previews in 'ProMotion'. Aren't we kind to you?!













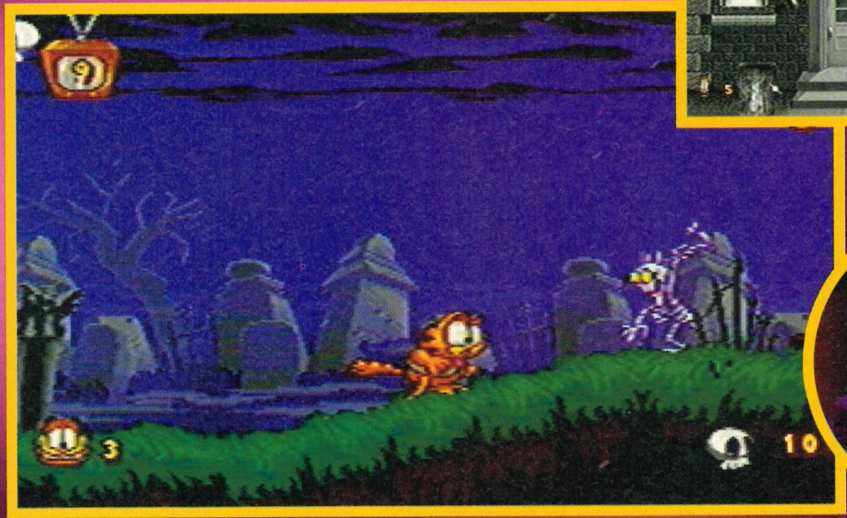








● Spooky! A skeleton confronts the fat cat in the graveyard. And remember – you can't kill death, because he gets back up after being hit. Watch out for those spiky railings as well!





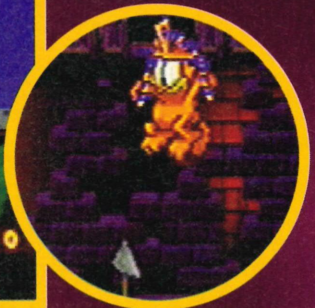
● Standing on bloated fish is never a clever thing to do. You ask your mum – she'll tell you!



● The Egyptian stage comprises of this tricky tomb, full of nasty spikes!



● In the Catsablanca level only little Garfield is in colour.



Proscore

85%

Garfield: Caught in the Act is a quality platform game that looks, sounds and plays perfectly. But it can get very difficult at times.

● SEGA ● £29.99 ● November

Review

Game Gear



Garfield Caught In The Act

Game Gear owners fear no more, Garfield's top game is coming to the Game Gear, and it's the first 8 Mbit cartridge to appear too! That's a lot of memory kids. It plays just as well as the Mega Drive version, although the screen jerks a lot when Garfield jumps. Still, it's a top game that wouldn't be out of place in anyone's Christmas stocking!





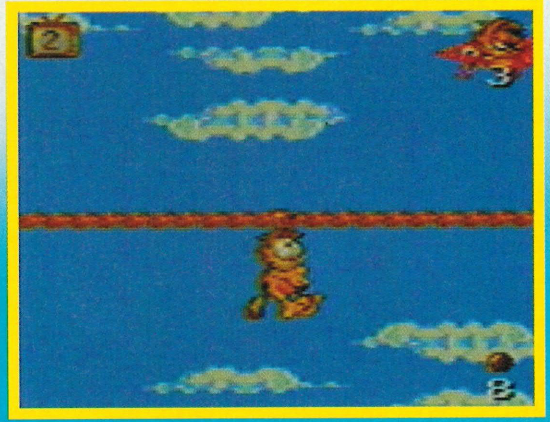
● The jungle hides alll kinds of traps for the fat cat, as well as hamburgers!



● High up in the tree tops the last thing you'd expect to find is a meaty sandwich!



● Garfield jumps from car to car on this stage. He never used to be like that in the comic strip and cartoon series did he? He used to be fat and lazy!



Proscore

83%

They say war is hell but it can also be a lot of fun. Take to the skies for an airborne experience that'll give players vertigo, war wounds and blistered trigger fingers.

Blac

Mission Impossible

Each mission begins with a graphical representation of the assigned target area accompanied by the sweet sounds of some foxy chick. Listen to what she's got to say as it could save your skin on tougher campaigns.

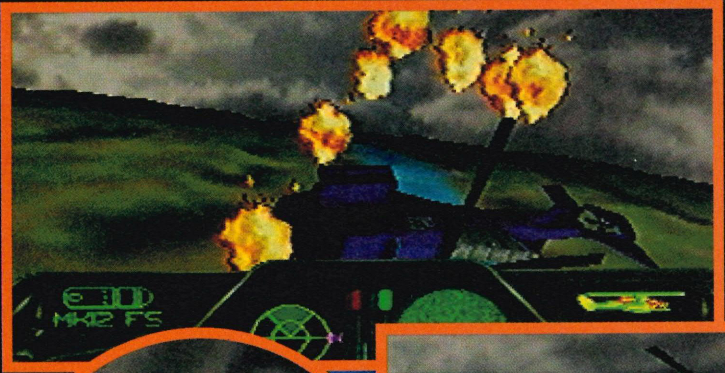


Usually residing in the domain of PCs, flight sims are mostly popular with sad individuals who actually enjoy wading through doorstep-thick manuals in the hope of replicating the sensation of true flight. However, what console owners want is a true seat-of-the-pants shoot-'em-up with an airborne arsenal capable of levelling a small South American country.

Programmed by Sega's very own US Away Team, *Blackfire* is an action-packed helicopter game that gives players the opportunity to partake in various clandestine hit-and-run campaigns, disposing justice with the aid of an itchy trigger finger.

> **the right mix of both action and strategy**

Speaking of your trusty chopper, it has to be said that the *Blackfire* stealth 'copter is one mean mutha. Armed to the teeth with Hydra missiles, heat seekers and a lethal chain gun, players lock-on to targets with a handy on-screen sight and unleash flaming death on enemies both ground









● Watch closely class as I'll be asking questions later! Listen to the mission briefing before attacking.





● Keep an eye on the on-board radar for enemy locations, represented by red dots. Stay low, hit the accelerator and wait till the 'copters target site locks on before blowing 'em to bits.

Pro MOTION

Setting the scene for *Blackfire* is a smoothly rendered intro sequence showing enemy helicopters engaging in some random violence and destruction. Fortunately, there's always a hero around when you need 'em...



kfire

● Ever fancied yourself as a heroic helicopter pilot? No? Oh well. Look ***Blackfire*** on the Saturn is a top chopper game so make no mistake. It beats the now ancient Mega CD title, ***Thunderhawk***, hands down. So there.



based and airborne.

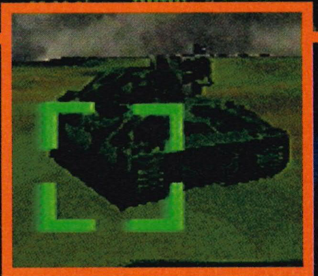
At the start of each mission, a computer-generated map appears showing satellite-located enemy positions and a sexy female voice details the attack plan giving mission parameters where necessary. Fortunately, loading times are kept to a minimum before pilots are launched straight into the thick of things.

Each campaign takes place in a variety of terrains with smooth texture-mapped backdrops and realistic lighting effects giving *Blackfire* that feeling of really 'being there'. Of course I've never actually piloted a sophisticated attack chopper ever but you know what I mean.

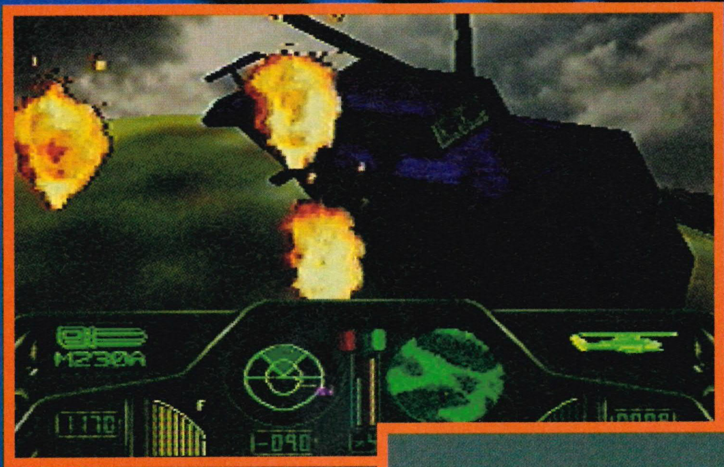
Although *Thunderhawk 2* will be out shortly for the Saturn, it may have a tough time as *Blackfire* will undoubtedly steal some of its thunder. Both games are great as helicopter simulators but the right mix of both action and strategy will determine the winner. *Blackfire* certainly delivers although tighter controls would have been welcome by this reviewer. Still, lets hope that sort that out with an even better sequel.

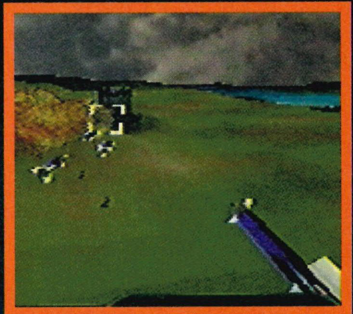
● **Mat Yeo**





● Pressing the Z button on the joypad activates the missile lock. Let rip with a Hydra and they're toast!





● Accuracy isn't that important in the early levels as there are plenty of rockets on board. Just let rip with the lot!



● Check the helicopter from one of three handy angles. Unfortunately there's no outside view.








Proscore

80

Guaranteed to turn even the most pacifistic Saturn owner into a drooling, red-eyed warmonger. Definitely one to worry your parents.



Mega Drive

● Acclaim ● £49.99
● Import now

Scooby



Scooby, Scooby-Doo, where are you? We need some help from you now! Classic cartoon-type action? You betcha!

Scooby, Shaggy, Thelma, Freddy and of course the really nice looking girlie that everyone (apart from maybe the girls) used to fancy, Daphne. What a classic detective team! Wherever they went, be it on a simple camping trip or on a journey to visit their Great Uncle George, they always used to run into some villainous rouge who dressed up as a ghost intent on frightening everyone away.

But one Scooby Snack and a few "Zoinks!" later, there'd be a big showdown when Freddy would take off the villain's mask and expose his true identity. Justice was done! That'd be the last time Great Uncle George tried to claim his slice of the inheritance money early...

The best thing about the *Scooby-Doo* cartoon was that at the end of the day, it was always a case of "I would have got away with it too, if it weren't for you pesky kids". And don't you forget it Uncle George. That'll be the last time you mess with the squeaky clean, Mystery Machine team. Just be thankful that Scrappy hasn't joined the gang in this new Mega Drive release. P-p-puppy p-p-power, my foot!



● Shaggy was always the dodgy geezer in the group, don't you think? His wrists were always limp and him and Scooby used to sit in the back of the van doing lord knows what!



● Remember the episode with a deserted fun fair? Well the whole thing is in the game complete with nasty clown bloke. Come on Scooby, solve the mystery, I'm scared!





Zoinks!



Of course, the best thing about Scooby Doo was the great faces each member could pull and the way they acted when scared. Shaggy and Scooby used to hug each other in fear when a scary monster popped up. Blonde bloke could always be found wandering off somewhere with the two girls (lord knows what they got up to). Shaggy always used to say "Scoob, me ol' pal, ol' buddy..." before he offered Scooby a Scooby Snack. Thelma used to lose her national health glasses at least twice an episode and Scooby would manage to have intricate conversations with everyone just by saying "Rrrrrur, Ruuuhhh, Ragggggy!"





● All the cool animation could have been done by Mr Hanna and Mr Barbera themselves! It's great!

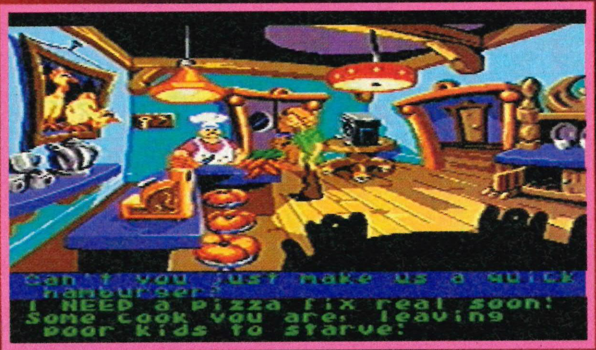


Contact: The Video Game Centre on 01202 527314.

-Doo Mystery



● All the scenery has been brilliantly drawn to look just like the cartoon originals. Fans will love it!



● When talking with people you get a list of answers to select from.



● Yeah – it's the rest of the gang. The completely useless ones who were always out to spoil Scooby and Shaggy's fun!



● Choose a word, any word. Then an object and you'll soon have a complete sentence!

Fans will be pleased to hear that the *Scooby-Doo Mystery* is just like the cartoon shows. Shaggy's strolling walk is still here, the villains are still menacingly funny and the nice-looking girlie is as sweet as ever, although you don't get to see much of her. As well as being completely true to the storylines of the cartoon what really makes the game stand out from the usual commercialised box-shifters is the sheer originality of it all.

If you've ever played *The Secret of Monkey Island* then you'll have a good idea of what's in store here. Using the same control interface, you can move Shaggy (you don't control Scooby – boo, hiss) around the screen and make him open, take and eat various objects in the scenery. You can find out what objects you can use by moving the cursor around the screen and seeing what's highlighted.

P-p-puppy p-p-power, my foot!

One thing's for sure, *Scooby-Doo* is great value for money as you get two adventures for the price of one, the Haa-Haa Circus where the lights are on but no-one's home and Blake's Hotel where the old uncle has mysteriously disappeared! Both of them require a great deal of puzzle-solving, but with clues coming thick and fast you'll soon catch on. The trouble is, I eventually got tired and frustrated with the slightly tricky control method. But then again, you can't beat the buzz you get when you crack a puzzle! One for the patient people of the world, but a must for all Scooby fans! *Scooby-Dooby-Doo*!

● **Mark Pilkington**





● If you solve the tricky puzzles Scooby might even earn a Scooby snack!

What to Do, What to Do!



Did you know there's a guy in the Sega Pro office who looks exactly like Shaggy?! Honestly, I'm not lying!

Good ol' Scoob will point you in the right direction by sniffing out vital clues.

Press the C button to access a list of your inventory.

Guess what this is for? Yep, it's your friendly, on-screen cursor!

By clicking on these commands, you can tell Shaggy exactly what to do!

Proscore

81

A fine tribute to the cartoon series. You'll probably find yourself stumped on some of the tricky puzzles, but bear with it and yea shall reap the rewards.



The biggest, baddest and meanest worms this side of the earth have arrived and they mean business! This is *Lemmings* for grown-ups!





When *Lemmings* arrived it caused a storm in the video games world because it was so playable and challenging but used minute sprites that crawled along the screen. Now, *Worms* from Team 17 is set to continue where *Lemmings* left off, and it throws in much more besides!

It could be said that *Worms* is one of the most original game concepts to appear in years. The objective is so simple, yet we couldn't help becoming completely hooked on the whole thing within minutes! For those of you who aren't sure of the story, each player (one or two) takes control of a squad of four worms, kitted out with the most powerful and deadly weapons imaginable. Battles take place over one of hundreds of levels, and each has its own obstacles and hazards to overcome. Worms can be given their own special names and any of them can decide the outcome of the battle by using the wide array of weapons at their disposal.

Worms should get all the praise it deserves!

The enemy squad of worms is just as tough, but it's you or them! Using a cursor, each worm can be assigned to carry out special tasks or operate certain weapons. Flippin' 'eck, where do I start? Well, the many weapons include homing missiles, a bazooka, cluster bombs (good for taking all the worms out), UZIs and even fire punches for hand to hand combat!

The cursor controls the angle of the weapon about to be fired and a power bar indicates how far it'll go. Imagine how brilliant two-player mode is! Each worm has 100 health points, and when the opposition has lost all energy, the other player wins.

Then there are the special weapons which fall from the skies in crates. Exploding sheep included! All the options are configurable at the start, and the battle zones are randomised. There's just so much going on yet it's all very user friendly. If things are going badly, why not surrender? Better still, send in a kamikaze worm to blow up the opposition. Amazing!



● The bazooka is a great weapon for taking out squads of worms, which is what has just happened here on the front line. It can be fired from any distance too!

All the worms have great little animations and abilities and it's easy to notice that a lot of humour has been incorporated into the game by the mad designer Andy Davidson from here in sunny Bournemouth.

Basically, this is one of the most enjoyable and outrageously playable games I've ever experienced. *Worms* should get all the praise it deserves!

● **Steve Hardy**



● Dynamite may look pretty small but it causes maximum destruction. Once it's dropped, run like the clappers – but not towards a dead end like these two are doing here!



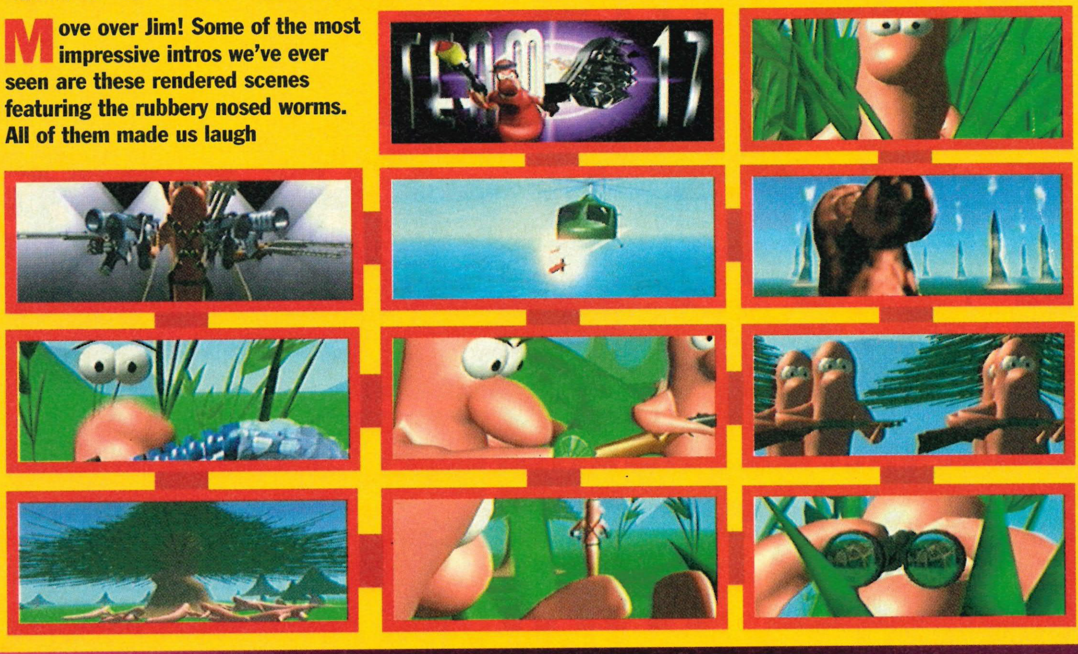
● The jungle is ripped apart by a huge missile explosion, whilst Rusty and Jasper (below) advance on enemy lines (well, an old Coke cup actually).





Give a Worm welcome! Pro MOTION

Move over Jim! Some of the most impressive intros we've ever seen are these rendered scenes featuring the rubbery nosed worms. All of them made us laugh





● Two of these worms have full energy as indicated above their heads. When they get hit, that number decreases.

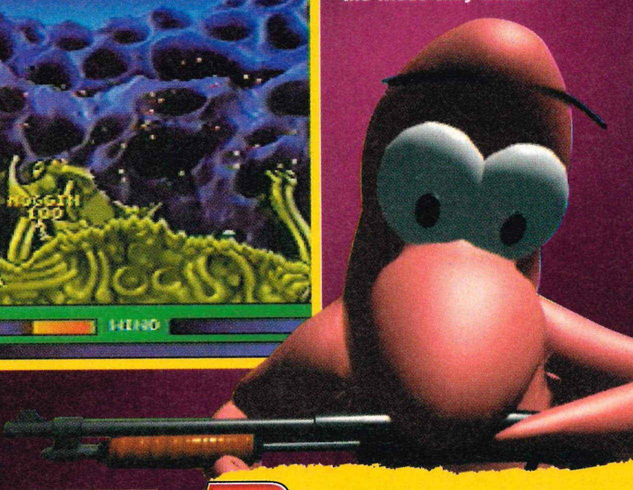


● Scooby the worm has just taken out a few unsuspecting sentries. Expect to see many more explosions like this throughout the game!





● They may look cute, with their big eyes and rubber noses, but they're deadly. You couldn't use these ones as fish bait. Just look at the mess they make!



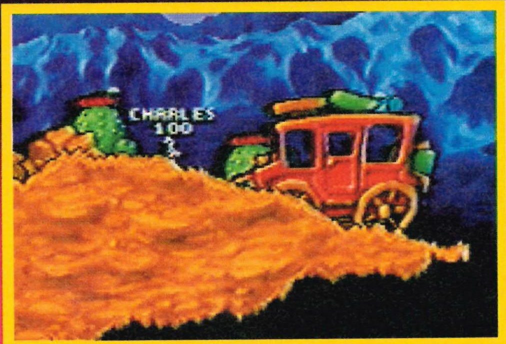
rms

● They even battle it out in the fires of hell itself! That fork is an obstacle but also acts as a shelter from aerial attack.





Pro Yo!



● Each level has its own weird obstacles, such as this stagecoach thing. That worm now has total protection, unless you use heat seeking missiles!

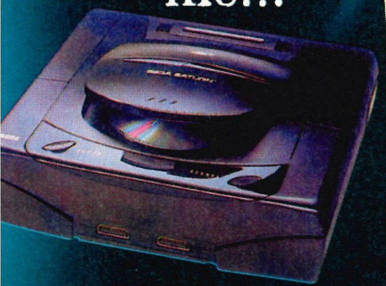
Proscore 93

Worms is practically faultless, combining loads of options with utterly addictive gameplay. A must buy for the Saturn!

My dog's got Worms!

The 12 Compos of Christmas

On the fifth day of Christmas Sega Pro gave to me...



WIN!
- 5 Gold rings (only joking)
- A Saturn and a copy of the brilliant *Worms*!

The 12 Compos of Christmas go on, and up for grabs is a Saturn and a copy of *Worms*, the top war game with a splattering of Lemmings! The player controls a small squad of Worms, all armed to the teeth with weapons, hell bent on destroying the enemy. In two-player mode the fun is limitless, where you can battle it out against a friend. So, to win this top prize, just study the two Worms pictures on this page and circle the 10 differences on the coupon worm. Simple, and just think, you could be playing that on Christmas Day! Fill in your name and address and post the coupon off, it couldn't be easier.



Get out the scissors!

Circle the changes!

Name: ....

Address: ....

....

....

Postcode: ....

Telephone: ....

Send this coupon off to:

Wrigglingly good compo!
Sega Pro
Paragon Publishing
Paragon House
St Peter's Road
Bournemouth
BH1 2JS

To get here no later than 1st January 1996.





● Tennis. It's a very green game isn't it? Always looks great in screen shots.

Review ● Imagineer ● £59.99 ● On import now

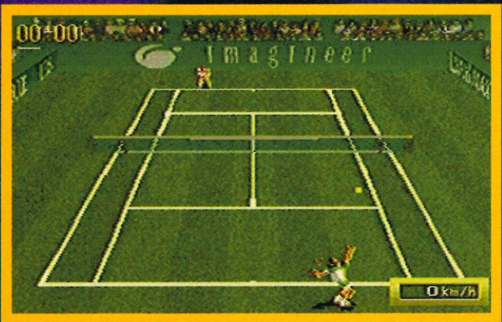
Virtual Open Tennis



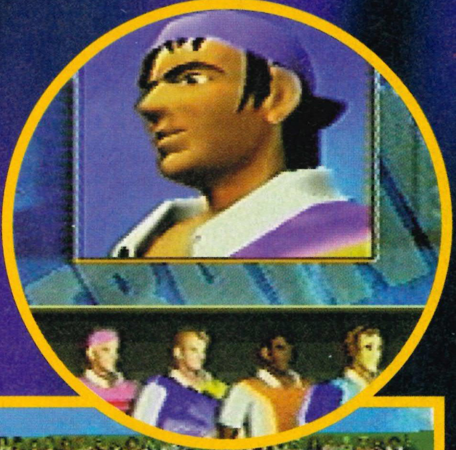
● Yes, you can replay your shots till the cows come home.



● Training is a handy inclusion for tennis dunces.





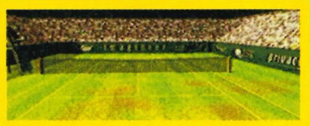


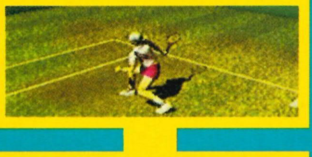


***Victory Goal*, NHL Hockey, *Virtual Volleyball* and now *Virtual Open Tennis* – the Saturn's catalogue of sports games is on the increase, but does this latest release have the advantage?**

Pro MOTION

Yes you guessed it – these shots are from the moving intro at the start of the game, which gives great pictures of a tennis match and of the whole tennis court, perfectly rendered. Lovely!









Okay, so we all know what tennis video games are like by now, no matter what format they're on. However, the Saturn's very own *Virtual Open Tennis* has a slight difference in that it makes use of the polygon characters that we see so frequently in the Sega *Virtua* series.

As with most Saturn sports games, the match can be viewed from several camera angles, including a special Virtual Feel mode where you go right into the action. The player can choose from eight characters (where's the Brit tennis ace eh?) and then can choose to go against an opponent or into training mode. This is where one of those machines pelts fast moving tennis balls at your player, giving the chance to practice smashes. On top of that, why not practice serving and get used to the control method. In fact, my only moan about this game is the control system.

> **the match can be viewed from several camera angles**

The *Virtual Tennis* players are well animated and move realistically, they even dive, but they do seem a little slow. This can get quite frustrating when playing against a difficult opponent who returns every shot. Normally your character is closest to the screen, but sometimes the view gets swapped to the other side making things doubly hard!

Still, *Virtual Open Tennis* isn't the complete waste of time *Virtual Volleyball* was, it certainly handles better. All the options a tennis fan could possibly want are here, it's just a shame that there wasn't more control over the players. Give it a try if you fancy yourself as a tennis king.

● **Steve Hardy**

Proscore

75

Another great sports game for the Saturn. It recreates the atmosphere well but contains flaws.

Contact: The Video Game Centre on 01202 527314.



● Atlas ● £59.99 ● On import now **Review**

Romance Of The Three Kingdoms IV

Contact: The Video Game Centre on 01202 527314.

The time has come for war and ancient military manoeuvres (exciting stuff!). The setting? Never mind the Falklands or the Gulf, this is Ancient China...

There must be just about every genre of video game available on the Saturn now. There's *Virtua Fighter* for all beat-'em-up fanatics, *Clockwork Knight* for the platformers and now *Romance Of The Three Kingdoms IV* gives a heavy-weight strategy game for the thinkers out there.

Basically, this is not your average, violent video game. It's purely for all those warmongers and strategists – those who like to exercise their brains whilst playing.

The player takes command of an entire Chinese army, with the mission to train the troops, take over the land, defeat their enemies in battle and become the most powerful force in the world.

Okay this might sound exciting, but there are no gory battle scenes, although there is a very oriental intro, featuring dragons and men wielding swords. The whole thing didn't make much sense at first, but a good read of the instructions soon put be back on track. Being one of the many Romance sequels, players will already be experienced with the control system and game mechanics. The thing is, I thought the game fell flat in just a few plays, I was really disappointed.

The whole thing didn't make much sense

The bulk of *Romance* is made up of options screens and a map to highlight the progress and conquests of your army. If you want to strengthen your forces, get supplies or recruit new officers, then there will be an option screen for it. There's just nothing special to sustain any interest for long. Credit where credit is due: there's bound to be those who will love this sort of game. It's certainly original and would take months to finish with perseverance, but is this what we really expect to see on the Saturn?

● **Steve Hardy**



● This is the Governor. Praise him and give him your first born son!

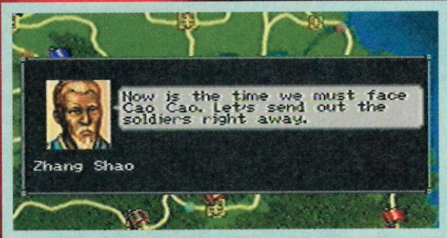


● This is... erm... a piece of string? Help me out here someone!

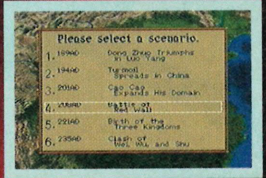


● Nice map. Nice and green, with a splattering of blue.





● Oh I wish he'd cheer up and smile a bit!

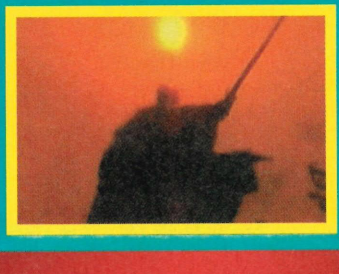


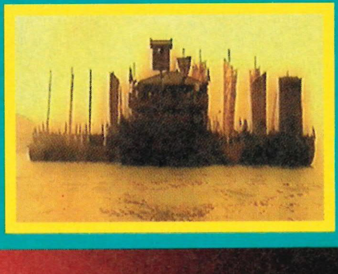
● A very interesting screen shot – yesterday.



It's a bloke on a boat!

Nobody here knows what this creepy looking intro is supposed to be about, but it looks very mysterious and is probably the best looking part of the game.





Proscore

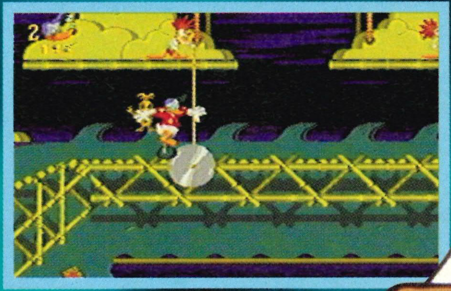
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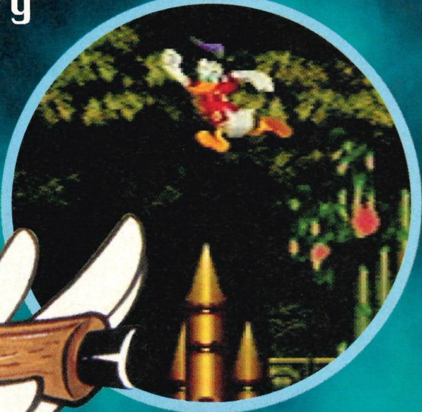
This requires a good deal of strategic thinking, and it has a huge challenge, but it soon induces boredom and isn't that exciting.



• Disney have created some excellent games in their time.







Maui



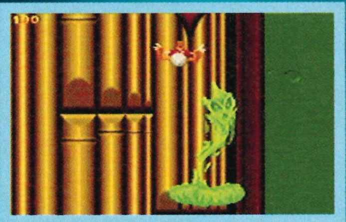
Forget the sailor suit – Donald Duck is now a ninja and means business!

When it comes to cartoony platform games, you can't beat the good old Mega Drive. I mean, just look at previous Disney licenced titles that have shot to the top of the game charts: *Castle of Illusion*, *World Of Illusion*, *Quackshot*. Each of them stared one of Disney's leading characters and made a fantastic platform game. Now Donald has returned for his third jaunt on the Mega Drive, in a search for the missing Mojo Idol!

More platform antics face the wacky duck on his holiday as he eyes up what is his toughest challenge yet. The search for the missing Shabuhm Shabuhm idol takes him through a ghostly house, a fairground ride, tribal villages full of savages and a ninja's training ground. From the second level, Donald is transformed into Maui Mallard (apparently a Ninja duck) and gains special abilities to help him scale great heights and tackle bosses.



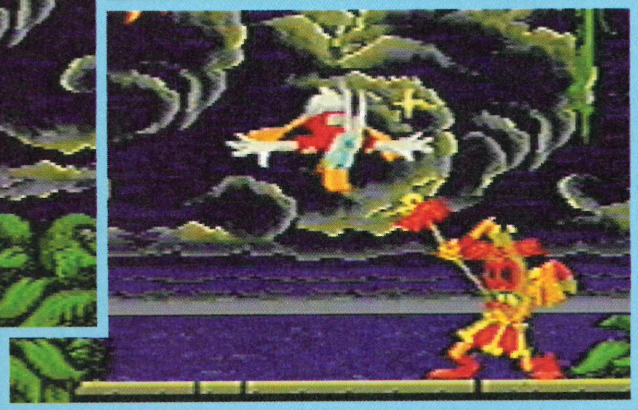
• The animation in *Maui Mallard* is out of this world. The Disney Interactive team have worked closely with the Disney animators in America to get everything just right. Well, Uncle Walt wouldn't have wanted it any other way would he!
It makes a pleasant change to see a game like this out on the Mega Drive though. We always get he 'game of the film' licences like *Aladdin*, *The Lion King* and now *Pocahontas* but so see good old Donald Duck starring in a game makes a refreshing change.



• Giant organs are never very safe places – especially for ducks.



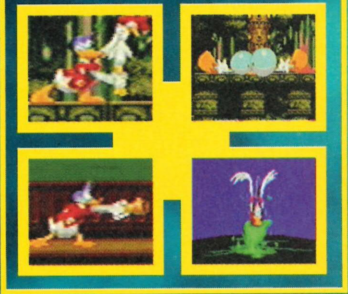
● Good ninjas don't have to resort to using their hands. They get out a big stick to show who's boss.



● The programmers have pulled off some seriously special effects in the background of the game. You've really got to play it to see what we mean. Excellent!

Totally Quackers!

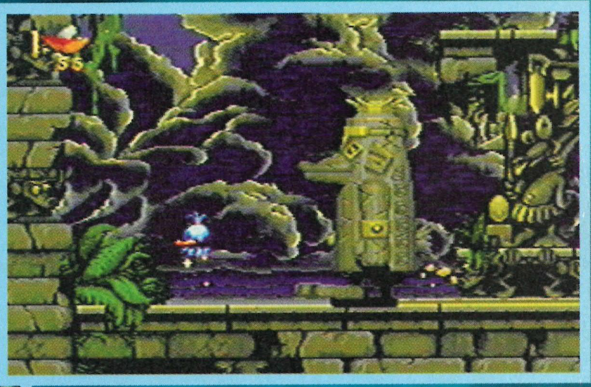
Look out for some of these great little animations throughout the game. Donald (or is that Maui?) gets out a rubber chicken and sometimes checks his map. Go on, laugh! It'll do your heart good.



Mallard



● Everything in this game oozes style. Disney style – need we say more?



● If things get a bit too hectic Donald can just jump inside a giant concrete duck costume!



● Look out! It's behind you! These fallen idols are a pain in the butt – well with teeth like that they have to be!





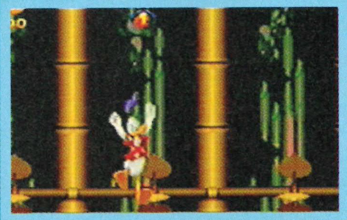
As with most Disney games, *Maui Mallard* is full of fantastic animation and humorous touches, especially when Donald is left to stand still for a few seconds. All the sound effects and music, it has to be said, are brilliant. There are loads of crisp samples and top funky tunes throughout the game. Just listen out for Donald's quack when he gets hit! For the first level, the music is suitably spooky and sounds like it has been played on some weird organ. The later levels get really tough but you do get that little bit further each time, and Maui's abilities help you to progress through all the tricks and traps of the level.

Maui Mallard is full of fantastic animation and humorous touches.

Of course at the end of each adventure there are bosses to be defeated. These are also perfectly detailed and really tough to beat. Thank goodness for the password option, because Donald's latest jaunt is definitely his toughest!

Don't be fooled by the Disney licence – this game will prove a rigorous challenge for all games players.

● **Steve Hardy**



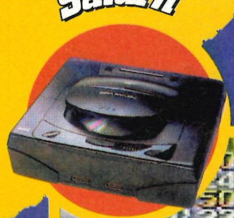
● He's not always a ninja, our Donald. At the start he wears a smart dotty shirt and a cap!



Proscore

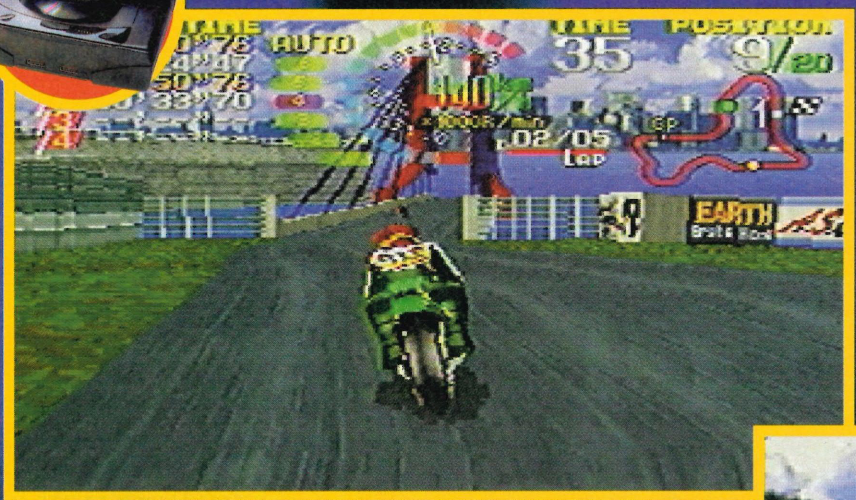
89

An above average platform game that plays brilliantly, capturing all the humour of the Disney cartoons.



Saturn

Han



● Just imagine hitting the side of that bridge at 140 km/h. You would certainly have a headache in the morning, and get a free bath into the bargain!



● What a shot! This gives you a good idea of how smart some of the game graphics are.

Open up the Sega arcade cupboard and what do you find? Lots of classic machines that could make great Saturn releases. But are they best left undisturbed?

What did you have for breakfast this morning? Bacon and egg, toast or cereal? Whatever it was I hope it was full of fibre, and essential part of anyone's diet. If you're looking for the fibre in the Saturn's diet then it has to be the endless stream of road racing games that Sega keep spoon-feeding their baby.

Rad Mobile was soon followed by *Daytona USA* and *Cyber Speedway*, then there's *Sega Rally* of course. Well now it's the turn of the bikes with an updated version of *Hang-On* – that 80's arcade racer. With polygons flying all over the shop and three texture mapped tracks to whizz through this is one zippy game!

Using a joypad the controls are ridiculously erratic

The thing about racing games is they're simple affairs. Select a type of game (time trial or grand prix), then choose one of the five bikes on offer. Finally take one of the three tracks that spin around for your pleasure and you're away. Of course, as is standard these days, there are three viewpoints to view the racing from too.

It all sounds quite spanking doesn't it? Well, it's when you start playing things go wrong. Using a joypad the controls are ridiculously erratic. Turn a corner and the bike just dives into the ground, leaving you struggling to correct your mistake. Sega's steering wheel does work pretty well with the game though – amazing as it was naff with *Daytona* (and even worse with *Bug!*).

The graphics still don't seem to be that brilliant for a 32-bit console either. There is a slight scenery clipping problem and the resolution isn't as high as we should be seeing on the Saturn. Sacrificed for speed maybe? Who knows? All I do know is that this is a mediocre bike racer that I couldn't stand to play for very long, and not a patch on *Sega Rally*.

● **Nick Roberts**



● A view over the handlebars of your bike, just in case you like your games with a bit of realism.

Wheelie wonders!

If you're a mechanical minded person then you'll no doubt study the acceleration, speed and handling of each of these bikes very carefully. But if you're like me you'll choose the most brightly coloured one to look smart on the screen shots!

1 

2 

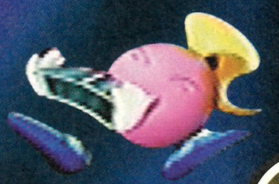
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4 

5 



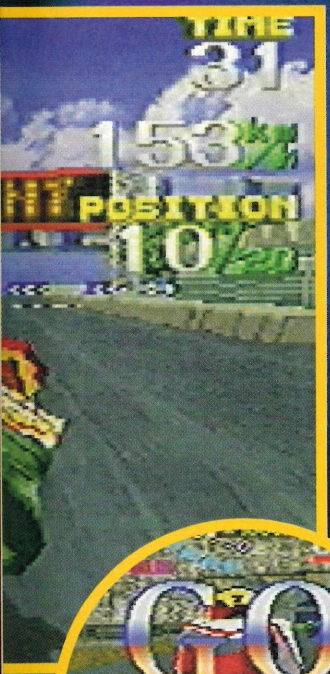
● Cor! Even bike racers get to go into the pit stop every now and then. I'd like to see them change a wheel in 10 seconds though!



ng-On '95

● Who's this on the left? He doesn't belong in the *Hang-On '95* review. Get over to our No. 1 Christmas compo to find out!

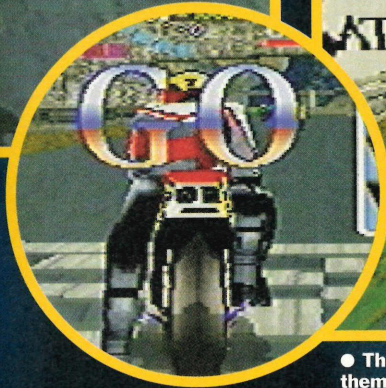


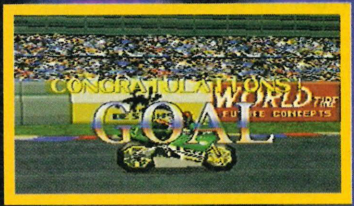




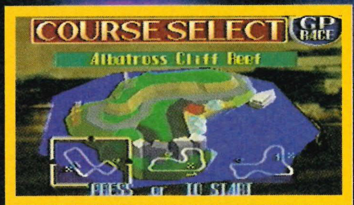
● If you had a back seat driver you'd get a shout of 'watch out for that lighthouse'!







● Goal! Hold on a sec, this is a bike racing game not footy!



● There's nothing wrong with a bit of free publicity and Sega have booked themselves all the best boardings around the game.

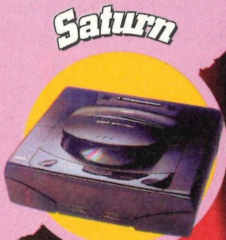




Proscore

79

A mediocre bike racing game that has nothing to shout about. Stick with *Sega Rally*.

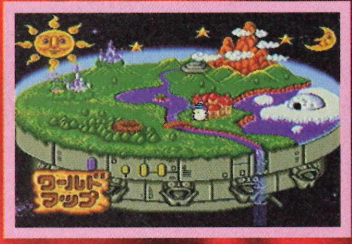


Review • Sunsoft • £39.99 • November

Hebereke's Popoitto

Who is Hebereke? What is a popoitto? These and many other tricky questions will be answered on this very page...





• The wonderful world of Popoitto! But what does it mean? Answers on a postcard please.



Two hours ago, if you'd mentioned the name *Hebereke's Popoitto*, I'd probably have fallen about myself in fits of laughter. But control your sniggers at the back there, because after frantically playing one of the best puzzle games I've seen for a long while, there's certainly nothing funny about the gameplay. It's just pure addictiveness.

You see, being a Japanese game, this is packed full of crazy little super deformed bunny rabbits, shades-wearing ghosts and children dressed up as racoons. You even get a giant green fish who dribbles vomit out of the side of its mouth! Why, I don't know, but this is the sort of thing the Japanese go barmy about.

Drawing inspiration from games such as *Mean Bean Machine*, *Columns* and *Tetris*, *Hebereke's Popoitto* is best described as a mixture of all of the above. You start off with a screen full of different coloured creatures who move around generally making a nuisance of themselves. By positioning the groups of two randomly chosen faces falling from the top of the screen against the ones of the same colour, it is the ultimate aim to link four faces: blowing them up, scoring points and making more fall on your opponent.

this is the sort of thing the Japanese go barmy about



With me so far? When you manage to destroy all of the faces before they fill up the screen it's on to another, harder level. To add a bit of variety you can select to match faces in lines, or simply by having them touching.

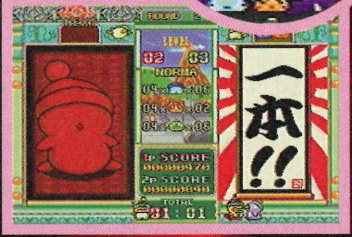
You can play alone or with a buddy, although it must be said that the game is much harder in two-player mode than it is in one. Of course, the more experienced you all get at the game, the faster things become and the more frantic too!

Ignoring the rather (dare I say it?) silly theme, this is one of those rare classics which will appeal to players of all ages and give a few laughs. A tad too easy as a one player game but grab a second pad and invite a mate around now!

• Mark Pilkington



• It's the mad characters that really make this game.



• I guess that sign means someone has won something – but we're not sure what.



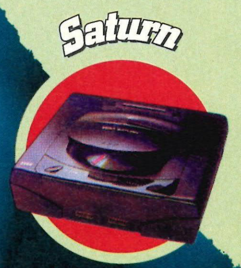
• Don't let those beans burst – they'll make one heck of a mess.



Proscore

84%

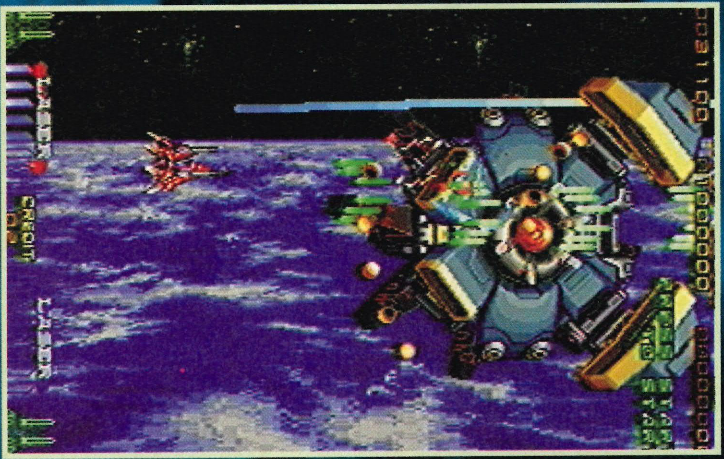
It may look and sound rather kooky, but underneath all the strangeness lies one of the most addictive puzzles ever!



● Taito ● £59.99 ● Import now

Layer Section

It's a real arcade revival in Sega Pro this month. Now it's the turn of the classic chip shop shoot-'em-up. Mine's a battered sausage please!



● Of couse the end of level bosses are big – that's what they do best! Just blast them with everything you've got.



● What a lovely girl. Lovely and powerful.



The shoot-'em-up is the daddy of all video games. *Space Invaders* started the ball rolling many years ago now by invading the lives of millions of people. They were in the pub, down the chippy, in the laundrette and even in the arcades, gobbling up all the 10ps they could find.

Now Taito have blessed the Saturn with a conversion of their mad shooter, *Layer Section*, and I must say it looks pretty sad for a 32-bit console game! Funny that everyone loves it to bits then really! This may not be up to much visually but the fast and furious gameplay more than compensate. Wave after wave of alien scum can be obliterated with the heavy weaponry to collect, and some of the bosses even had me reaching for a fresh pair of Levi's – and I've polished off a few giant aliens in my time!

it looks pretty sad for a 32-bit console game!

Don't worry though, it's not all simple ships and laser fire. The Saturn's powers have been put to good use on the backgrounds with multiple layers of parallax and some very snazzy colour and light shading effects. The number of continues on offer should give you a good stab at completing the game too.

A playable shoot-'em-up, but *Layer Section* is definitely not the sort of game to get out when you're mates want to be impressed by the Saturn.

● **Nick Roberts**

● Dropping bombs on aliens is still as satisfying as it ever was. Well, they deserve it don't they?



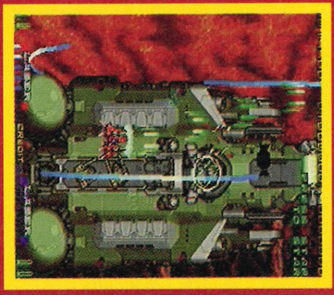
● Look at the size of that explosion. It could burst your ear drums that!

Contact: The Video Game Centre on 01202 527314.

Pain in the neck!

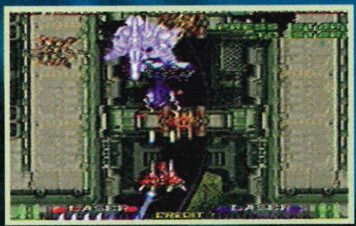
Those kind people at Taito have given us two modes to play *Layer Section* in. The left hand one is the Saturn mode when everything scrolls down the screen. Then there's the arcade mode that scrolls sideways, effectively tilting the whole game by 90°, and giving us all a cricked neck at the same time. I suppose you could always turn your TV on its side!







● Shooting up the screen – it must be the Saturn version.

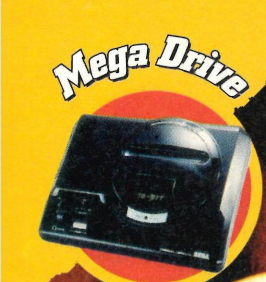


● The backgrounds are the only part of the game that make use of the Saturn's superior powers.

Proscore

77

A classic arcade shoot-'em-up that's addictive, but has nothing special in looks or sound effects.



Review ● NAMCO ● £19.99 ● NOVEMBER

Pac Panic



The pac brat is back! After years of ghost munching, Pac-Man has come out of retirement and is now starring in his own puzzle game!





● Hmm, nice thin screen shots these. You see, we're making cut backs and the thin ones cost less than big fat ones that show the complete screen.

Pac History



Pac-Man is one of the oldest video game characters around, if not the oldest! He first appeared in one of the very first arcade games, where the simple objective was to eat as many yellow dots as possible round the maze, and avoid the ghosts! It was basic but good fun all the same! After that came the follow up – *Ms Pacman*, which starred the female Pac who wore a little pink ribbon. He has since appeared in a platform type arcade game called *Pac Land* and had his own cartoon series!

No doubt about it, *Pac-Panic* is a puzzler in the style of *Tetris* or the more recent *Hebereke's Popoon*, as well as *Pac-Attack* which appeared about a year ago. One thing to note is that *Pac-Panic* has been designed with the younger gamer in mind.

There are three different game modes: in the Standard mode, different coloured blocks and ghosts fall from the top of the screen, and lining them up correctly will cause them to disappear. However, those pesky ghosts stop the formation of the blocks, which makes things pretty difficult later on. Fortunately, Pac-Man is on hand to help and get rid of those ghosts – no charge! The more ghosts there are, the more Pac-Man can eat and the better points collected. It's all very simple but so addictive!

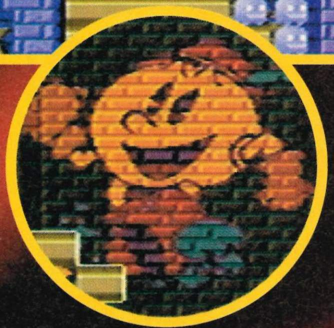
The more ghosts there are, the more Pac-man can eat!

The Head-to-Head mode is even better, whereby both players can send ghosts into their opponent's screen, making everything much more frantic. For a tough challenge (especially on hyper-speed!), try the puzzle mode. This provides a couple of Pac-Men, and each level has to be cleared of ghosts to advance to the next level. Sound easy? Well, there are 100 levels of it! Overall, *Pac-Panic* is a great little puzzler that will appeal to the younger player, but it packs enough challenge to test even the hardest of games players, including fans of Pac-Man.

● **Steve Hardy**

● Look at all those unsuspecting little ghosts. Har, har, come to papa Pac-Man!







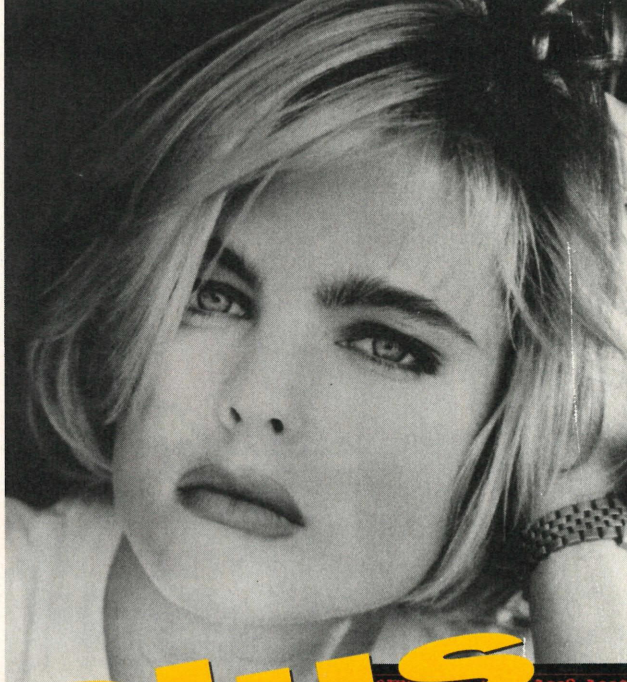
● Take a big dollop of *Mean Bean Machine* and add a sprinkling of *Pac-Man* and you've got something that resembles this game. It's not a bad little puzzler either!

Proscore

80%

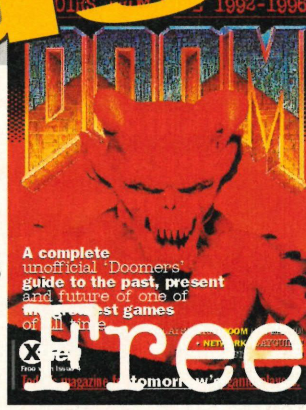
Pac-Panic isn't that original, but it's good to see Pac-Man return in a game as fun and playable as this.





Plus

Memoirs from Hell the ultimate collectors Doom mini-mag.



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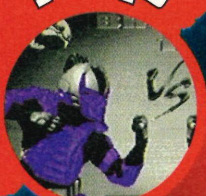
Address..

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Protips

Everybody say good-bye to Mark Pilkington, who sadly left us a couple of weeks ago to work for an Internet mag. He brought humour and chaos at the same time to Sega Pro, for which he devoted many hours to (minus the fag breaks and drinking). This is his final tips column, so take a bow Pilky (Sega Pro 37 – Sega Pro 53).

GOODIES

A special Sega Pro goody bag is up for grabs this issue, packed with more, erm... 'goodies' from around the office than you could possibly imagine. If you fancy being in with a chance to win one, simply send your tips and cheats to: ProTips, Sega Pro, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS.

Mega Drive

Mortal Kombat 3

Tips

As promised last issue, we've hacked *Mortal Kombat 3* to pieces and discovered tons of top cheats for ya! Take a look at the tips below and drool...

Play as Smoke



To select the elusive cyber-ninja, wait for the *MK3* logo to appear and then quickly tap in this code: A, B, B, A, Down, A, B, B, A, Down, Up, Up. If entered correctly, the screen should change colour from black to brown. Smoke will now be available on the character selection screen in both one and two player modes. His moves are as follows:

Spear: B, B, LP
Teleport Punch: F, F, LK
Invisibility: Hold Block + press U, U, Run (repeat to become visible again)
Air Throw: Block (in the air)
Earth Explode Fatality: (Full screen) Hold Block, tap U, U, F, D, release Block
Internal Bomb Fatality: (Sweep) Hold Run + Block, tap D, D, F, U
Friendship: (Full Screen) Run, Run, Run, HK
Babality: D, D, B, B, HK
Bull Animality: (Outside sweep) D, F, F, Block
Pit: F, F, D, LK

Shang Tsung's Smoke Morph



Once the secret code has been entered, Shang Tsung may now transform into Smoke as well. All moves are as above: Tap D, B, B, LP

Kombat Kode: Disable Timer



Joypad One: LP x 6, BLK x 6, LK x 7
No time limit when fighting rounds

Endurance Mode

Similar to the tournament mode hidden within the SNES version of *MK2*. This allows two-four players to take each other in a tag team style fight. At the main menu screen hold down A + B + C and press Start. You'll be presented with four towers representing the four teams. Players select their fighters by pressing left or right on the joypad to highlight the character they want. Press A to select, B to choose a random selection and Up + Start to choose a random team. When the game commences, players take on each other's teams, one at a time, with new fighters leaping in once the previous kombatant has been defeated.

Boss Kode

Yes, it's true! Players can now select the two top dogs in *MK3* with this cool cheat. Enter this kode on the menu screen:
C, Right, A, Left, A, Up, C, Right, A, Left, A, Up
A Killer Kodes menu will pop up, highlight it and press start to choose from a wealth of new goodies. Select Bosses On to use the new fighters. You can also play a quick game of *Galaga* if you fancy!

Boss Moves

Motaro
Grab & Smack: F, F, LP
Fireball: F, D, B HP
Teleport: D, U
Tail Whip: B + LK

Shao Kahn



Shoulder Slam: F, F, LP
Upper Thrust: F, F, HP
Sledge Hammer: B, F, HP
Fireball: B, B, F, LP
Laugh: D, D, HK
Taunt: D, D, LK
(Note: Neither character can use the Run feature but these guys are so fast they don't need it anyway!)

Secrets Menu

Blimey! On the Menu Screen enter: B, A, Down, Left, A, Down, C, Right, Up, Down and yet another option screen will appear. From here switch the Timer Off if you want, have a peek at each characters winning screens or select the kombat zone you wish to fight in.

Street Fighter: The Movie

● Play as Akuma



Old red head's hidden away in virtually every Capcom game these days so it comes as no surprise to hear that he's tucked away in this decidedly average Saturn beat-'em-up. On the character selection screen quickly enter this code: Up, B, Down, Z, Right, X, Left, Y. If successfully entered, the character box should now show a fuzzy image. That's our guy. Both players can choose Akuma but remember to input that cheat as fast as possible.

Saturn

Akuma Moves:

Fireball: D, DF, F, Punch
Red Fireball: B, BD, D, DF, F, Punch
Dragon Punch: F, D, DF, F, Punch
Hurricane Kick: D, DB, B, Kick
Teleport Near: F, D, DF, F, All three punches
Teleport Away: B, D, DB, B, All three kicks
Super Fireball: (Double Fireball motion), Punch

Comix Zone

● See the End Credits

You shouldn't have too much of a problem pulling this cheat off, according to Simon "Sozza" Percival from Wilmslow. All you have to do is go to the title screen and access the Options. Hold down on buttons A, B and C whilst pressing start at the same time. You can now watch the end credits.

Mega Drive





Theme Park

● Millions of pounds!

Reader K E James from Gwynedd has managed to accumulate over £60m from buying and selling his theme parks. Clever chap. He managed this by taking the password he received from selling a theme park and reorganising the last three characters so that the numbers appear in reverse alphabetical order. The bank balance is now increased to the highest possible with that password. Cheers, KE!

Mega Drive



The 12 Compos of Christmas

On the fourth day of Christmas Sega Pro gave to me...

10 Spot Goes to Hollywood Director's Chairs



Hooray for Hollywood!

Cool! To celebrate the release of the brilliant 3D adventure starring Cool Spot, Virgin have given us 10 wonderful Cool Spot director's chairs. What one? Of course you do! Just answer this incredibly easy question and one will soon be winging its way to your bedroom (probably):

Which can of soft drink does Cool Spot advertise?

Simple! Just stick your answer on a postcard or the back of a sealed down envelope and post it to: **Spotty Compo, Sega Pro, Paragon House, St Peter's Road, Bournemouth BH1 2JS to reach us no later than 1st January 1996.**

Protips

Playing Tips Rayman



Rayman may look cute, and his game may seem bright, colourful and bouncy, but underneath lies one heck of a tough challenge with more hidden bits and bobs than you could imagine It's really hot stuff though, and scored 92% last issue. Still, nothing that we can't handle eh lads?

Okay, so we can't possibly tell you where every secret area and cage is, but we can give you advice on all those tricky traps and help on a few of those end of level bosses. Read on and enjoy...

First area – The Dream Forest

The first world is really to get you used to the traps and enemies, and also introduce you to many of Rayman's special powers, but it isn't short of its frustrating bits.



This bloke with a gun is annoying and you can either punch him when he puts his gun down, or throw a punch and duck. The first will hit him in the back and Rayman won't get hit! Unfortunately, he's everywhere in the game! When he wipes his gun with a cloth, you'll know he's about to fire!

The little blue icons don't just give Rayman extra lives. Some of them release hidden cages. For example, if you see a big bundle of them, collect them all. If you're high up and see one floating in mid air, collect it and the chances are it'll reveal a hidden cage or platforms that lead Rayman to new areas.



The giant plums in the trees can get you to some out of reach places, as well as getting Rayman across water and deadly spikes. If you hit it too hard and it bounces away, wait for a couple of seconds and it'll reappear.

Boss – Mosquito

This mean little boss is a giant mossie. Watch out for when it flies at you along the bottom of the screen. You can tell which direction it'll come from because you'll be able to see its sting. Rayman encounters another one later on in the game and he's much tougher.

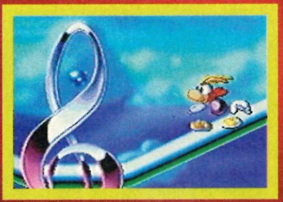


Second area – Band Land

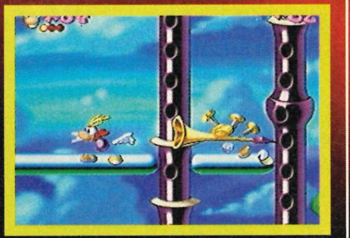
Lots of hazards to watch out for in this musical world. Many of the platforms are slippery so the control over Rayman will feel different in some places. Just don't go too fast!

BONGO HILLS:

Most areas in this level involve riding on moving platforms and avoiding hazards, but watch out for the things that fire lightning bolts and try to squash you. The next level is full of spiky musical notes, but these can be avoided by ducking or jumping off the cloud just as it falls onto the spikes. Learn where the spikes are positioned and you will know when to duck or jump. On one level you will have to ride a platform which rides up the screen, and again you must learn where the spikes are situated to get through safely. Practice is all it takes!



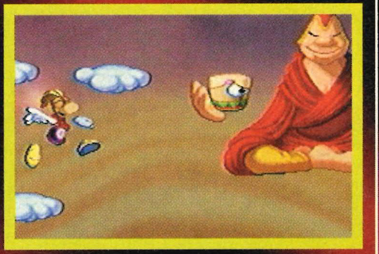
ALLEGRO PRESTO:



The platforms are slippery, and there are more spikes, so time it just right and duck – you will slide right under them. Make sure you are running, that way you will be fast enough to get over some of the gaps and spikes.

The next section is really tricky and takes a bit of skill to get past. This section with the trumpets sees you having to get to the top platform without being blown all the way back down again. Once you get the momentum, it becomes easy to get higher up and land directly on the platforms as they get smaller and smaller. When the trumpet blows Rayman away, press jump and let him spin onto the platform. As soon as he hits it, make him jump again to get higher up. You will get the hang of it after a few attempts, but that's the only section really worth mentioning because it's a pig to get through.

GONG HEIGHTS:



Another very difficult level, where it's very easy to fall off the platforms to your doom. There are lots of monk like blokes who juggle the platforms, bringing them above their heads and then down. Wait until the platforms come down and it'll be safe to jump. The rest is all straightforward.

Third area – Blue Mountains

TWILIGHT GULCH:

These weird monsters made of rock make lots of appearances. Some throw rocks which explode, and others hit the ground to fire an energy wave. When hitting them, build up a huge punch instead of one punch after the other. Not all of the ledges have a straight drop under them. Look for signs like little blue balls in mid air – this means you can drop down safely. Some of them lead to cages.

RUN AWAY. RUN AWAY!



You will be chased by a huge maniac made of rock, Mr Stone. The secret is to stick to the right of the screen and remember where the huge spikes and rocks that block your path are. Overcome these by jumping and using Rayman's hair to fly, or by using quick punches to break the rocks. You can also use the pink loops in the air if you have Rayman's ability to swing.

NOTE: at this stage you should be able to make Rayman run by pressing the A button. That will help you gain a bit more ground.

THE HARD ROCKS:



More spikes appear in this level. You will have to stay on a moving cloud and punch huge spiked balls out of the way. Time the speed of the balls and you will know when to jump. After that, Rayman's swing ability can be used to get to the exit.

MR STONE'S PEAKS:

Ah-ha! Time for a new power up methinks! Yes, Rayman now gets a potion which enables him to fly for as long as he wants by using his hair as a rotor blade. Just press button C quickly and you can alter Raymans altitude, but with slight taps on the joypad you can move Rayman around the spiked corridors quite easily.

Fourth area – Picture City

Right, this is for the pros, or for those who have stuck with it night and day in a mad bid to finish the game. Never mind those ordinary platforms. What we have here are sharp pencils, pens, erasers, sharpeners and pools of black ink. Nasty!

ERASER PLAINS: Throughout this level there are huge pencils that you must cross to get across the ink. Some of them go up and down in bunches so it's important to land on them at the right time. As with this bunch, jump above the ink and hover, and when they appear, land on them and run!



Basically, you must take every bit slowly. The blue platforms are bouncy and usually situated under spikes, and this is where Rayman's ability comes in handy. It's possible to jump at the right moment and land in the gaps between the spikes too.

PENCILPENTATHLON: The first area is simple to do until you reach a line of big pink pens. When Rayman lands on one of these, he bounces back off again, and he can't hang on to them if he misses a jump!





Look for the sharpener which acts as a platform and stay on it until it reaches the top. Later on you will encounter some very weird looking things, a bit like monkeys riding on frying pans, which chase Rayman in groups. It's best to run away from them rather than fight.

Now take a deep breath, because this section is one of the hardest and most infuriating in the game. Rayman now can fly permanently, but he has to fly through narrow corridors full of spikes and negotiate all sorts of sharp obstacles.

SPACE MAMA'S CRATER: Things are getting much tougher now! By now you should be used to all the obstacles. The first part is easy to get through, but later Rayman will be chased by those things riding on saucepans again. The next section involves more swinging on the little pink hoops. Time your jumps right and Rayman will go right over the spikes and onto the next hoop. See? Easy when you know how!



Fifth area – The Cave of Skops

The dark caves are full of traps and narrow tunnels lined with spikes. Ouch! The evil Mr Skops is waiting for Rayman at the end of this area… should you make it. Hey! Of course you will, just follow these handy hints!

CRYSTAL PALACE: More of that well timed swinging is needed here, especially to get over the spikes.

NOTE: you will notice a cluster of blue orbs in the shape of a question mark. Collect them all and a cage should appear. Watch out for the dodgy hoops (the red ones) – they fall a second of two after being swung on, so be quick!







The next section is full of platforms that either shoot up or down the screen into a load of spikes. Jump off these and use Rayman's hover ability to go over the spikes and onto the next platform. Yep, you guessed it, there's more swinging and cloud riding to be done.

EAT AT JOES: Get the Firefly here from Joe. It'll help you see in the dark throughout this stinker of a level. There are a few clouds to jump on, but they're easy to tackle. You can't see far out in front, so punch and the firefly light will follow the fist, enabling you to see out in front.



MR SKOPS' STALACTITES: At the start there are some visible clouds at the bottom. They lead to a cage, but don't land on it because it sits on a bed of spikes. Hit it when Rayman is on one of the clouds. There's yet more swinging action, and some nasty little red platforms with sharp spikes on them, so don't try to hang on to them!

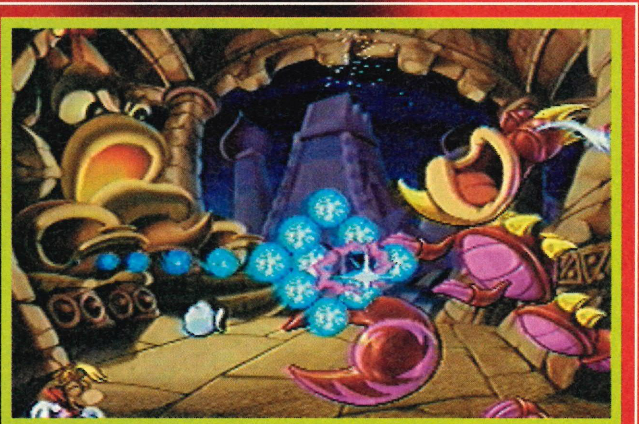
Boss – Mr Skops

Most of the bosses in the game are just a matter of perseverance and practice. But Mr Skops is a real toughie so I thought I'd explain how to defeat this half crab, half scorpion freak.

He wakes up, and when he hits the ground one of the five platforms will fall. He then shoots out his claw. Jump when he does this and hover. Repeat until you have to go to the ledge where Skops is and he will back away. When he fires his claw, drop and hold onto the ledge. He fires his claw and thumps the ground another two times. Jump up and he will back off. You will see a platform – leap onto it, and run after Skops. Grab the pink hoops and swing to the exit!

You have to face Mr Skops again, but he's easier to beat this time – just hit his laser shots back at him.

And that 's about it! You do have to complete Mr Darks' Dare at the very end of the game but we haven't finished it yet! You get chased by a bad version of Rayman throughout a level full of sweet things. In the next section, Mr Dark reverses the controls on Rayman but that really is as far as we can get! Remember, the real challenge is to gain 100% by finding all the hidden cages and thoroughly exploring the levels. In fact, why not tell us at Sega Pro if you have finished 100%? You're probably so good that you could come and work for us! Well, perhaps not, but we might send you something. Enjoy!

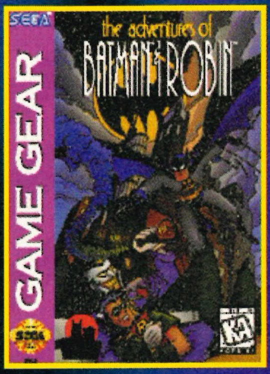


Q: A: ProHelp!

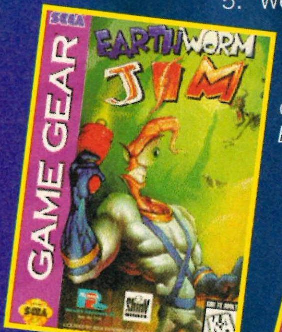
Help! Call the police! Assistance! Mayday, Mayday! Actually, did you know that Mayday comes from the French term, M'aidez? Literally translated from my vast knowledge of French, that means 'help me'! The Brits first coined it many years ago after discovering that it sounded just the same as the French word. Still, never mind that – what you want is a good dose of Pro Help mate!
Send all your problems and worries to:
ProHelp, Sega Pro, Paragon House, St Peter's Road, Bournemouth BH1 2JS.

Game Gear gripes

Q: Dear ProHelp,
I would be very grateful if you could answer the following questions concerning the Game Gear:
1. Could you give me some info on *MK3* on the GG?
2. I have *Sensible Soccer* for the GG and I have heard that *FIFA Soccer '96* is going to be released. If it's not, what soccer game should I get?
3. Would you recommend *Arena* for the GG?
4. Is there any possibility of *Rugby World Cup 1995* ever coming out on the GG?
5. Which GG beat-'em-up is going to be the best and most playable game this Christmas?
Andrew Roberts, Llangollen, Clwyd



A: 1. Acclaim tell us that the Game Gear version of the classic arcade machine should be in the shops for December, so add it to your Christmas list straight away!
2. We've heard nothing about *FIFA Soccer '96* on the Game Gear, but T•HQ are working on a FIFA game so stay tuned for more on that.
3. Yep, it's dead good! I reviewed it and gave it a top score, so by the time you read this you should have read the review. Don't let the screen shots deceive you – it's a huge game!
4. Again, there have not been many releases for the Game Gear lately, so don't hold your breath for a rugby game.
5. Well, judging by how much praise *Mortal Kombat 3* has received, we think it should be this, when it comes out. But check out *Batman*, *Zoop* and *Earthworm Jim*. They're all top titles!







CD mad!

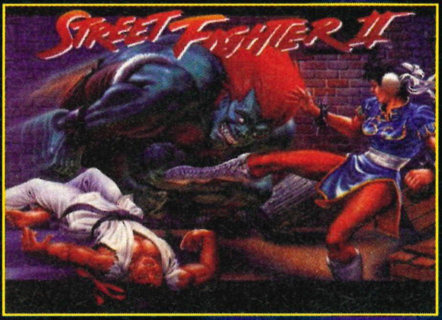
Q: Dear ProHelp,
I'm a newcomer to the Mega Drive scene and have decided to put pen to paper in the hope that you can answer these questions:
1. In Issue 49, on the Protest pages, Andy Rose asked why there wasn't a July issue of Sega Pro CD and if you'd stopped doing Sega Pro CD. If you start doing Saturn demo CDs, does that mean we Mega-CD owners will have no demos to play?
2. Are there any cheats for *Prince Of Persia* on Mega-CD, as all I've seen are last level passwords.
3. Are Sega planning any more compilation CDs (like the arcade classics CD) and will *Batman Forever* be released on CD?
4. Why is the cartridge version of *Batman Forever* priced at £49.99 in Future Zone and £59.99 in WH Smiths?
D Hilton, Bolton

A: 1. Of course Mega-CD owners won't have any demos to play – there are no new Mega-CD games coming from any company! We're planning to cover mount Saturn CDs as soon as we get them, but they'll probably on a Saturn specific title. It ain't our fault – blame life in general!
2. There are cheats for every version except for the Mega-CD one, it seems. We certainly haven't found any.
3. We've heard nothing of compilation CD packs from Sega, and likewise with *Batman Forever* on the Mega-CD, which isn't exactly the console game of the moment.
4. Most shops have their own policies on prices. WH Smith is a wholesaler, so it can raise its prices. Future Zone, Game, etc. are specialists, so they keep their prices at the proper level (and they sell more anyway). Imagine how quickly you would lose customers if you were a specialist and charged over the hill prices.

I've lost my box!

Q: Dear ProHelp,
I am trying to find out where to buy the box and instructions for *Street Fighter 2*, and how much they would cost.
S Sandiford, Bury

A: How come you've ended up with nothing but the cartridge? It's always difficulty getting hold of packaging and instructions once they've been separated from the cartridge. *Street Fighter* comes from Capcom, an American company, and I'm sure you don't want to get involved with trans-Atlantic postage rates! Your best bet is to place an advert in our free readers ads section. Something might turn up – or try the internet if you can get access to it – it's a world of information!



Mega Drive on Saturn?!

Q: Dear ProHelp,
Please can you answer these questions:
1. I'm thinking of upgrading to a Saturn, so is it worth keeping my Mega Drive and Mega-CD?
2. Is it worth waiting for the price to go down?
3. What percentage would you give the PlayStation compared to the Saturn?
4. Do you think the Saturn should be able to play Mega Drive games?
5. Why oh why are there crap games being released on the Saturn?
Please print this letter as someone bet me a tenner you wouldn't.
Kelvin Thompson, Coalville

A: 1. Look, at the end of the day it's your money and therefore your choice, but bear in mind that the Mega-CD is not as popular as it used to be. You could sell it to get some money towards a Saturn, but it's up to you mate.
2. Definitely! The Saturn should have come down in price just in time for Christmas, and if not, it should by the start of 1996!
3. Eh? What kind of a question is that? No wonder someone didn't think your letter would get printed. The PlayStation is just as good as the Saturn. Both machines are excellent with great capabilities. Percentages indeed…
4. It would be great, especially if someone with a Mega Drive had just upgraded to a Saturn. Unfortunately, the only reason for having a cartridge port in the Saturn is for memory carts or the Universal Adapter.
5. You do have a point. As with most consoles there is a rush to get as many games onto it as possible, especially when it's popular. Unfortunately, this does mean that some obscure third party imports get onto the Saturn. On the whole, most games have been impressive and not the complete let-downs we thought they would be.



In a skool daze!

Q: Dear ProHelp,
I am writing to you for help because I am designing a computer game for my GCSE Technology project. I hope you can answer these few questions, it would be a great help.
1. My game is a one-on-one beat-'em-up – do you think this is a wise decision?
2. Which consoles should I release it on?
3. What is the best way of advertising a new game, bearing in mind the price?
4. What are the most important aspects of a fighting game?
5. How many characters should I have?
Tim Farley, Romford

A: Your letter was one of many that we've had in the last few weeks asking the same types of questions, Tim. I'm always glad to help a potential game designer:
1. One-on-one beat-'em-ups are always popular. I mean, just look how far the original *Street Fighter* arcade has come in the last few years, and as for *Mortal Kombat*, phew!
3. Well, the Saturn and the PlayStation are the most popular consoles of the moment, and they receive the most coverage, particularly on television. Games are far more impressive on them, so more people are likely to buy them than on any other console. Simple really!
4. It is very expensive to advertise on television, but more people are likely to find out about your game if you advertise it in a specialist mag like ours, and it's cheaper too.
5. A good game should be visually striking and well detailed. However, playability is what determines whether a game gets a good write up. What's the point of it looking good if it can be finished in a few days? Then again, beat-'em-ups are not supposed to be frustratingly difficult, so you would have to take this all into account. Make it as original as possible by throwing in new features and stunning new moves or fighting styles. Have quite a few characters in there – it gives a more varied choice to suit a player's individual tastes. Just look at the number of characters in *Super Street Fighter 2*.
Good luck with your project! Oh, and as for your request for work experience, Nick would have a nervous breakdown!

Instant Relief

Relax, let your mind slip into the depths of complete and total bliss, with no worries, no stress and no problems ever again. For this is the column that provides you with instant and total… relief.

The first problem this month is from Steven Jones of Belfast, who wants the last two passwords for *Red Zone* on the Mega Drive. Here they are: Mission 7: BAAABBCAAAA, Mission 8: ABBABCAACAC

Next up is Simon Peters from Tidworth (I used to live there!) who really wants any cheats for *Taz: Escape from Mars*. To access a cheat screen: On the Sega logo press A and B together on joypad one, then B and C together on joypad two. Now start the game, and when you want to activate the cheats pause the game, press A.

Darren Hobson from Bromley wants cheats for *Sonic Spinball*. For a level select, go to the options and press A, Down, B, Down, C, Down, A, B, Up, A, C, Up, B, C, and Up. Leave the options and press A and Start for level 2.

The 12 Compos of Christmas

On the third day of Christmas Sega Pro gave to me…

WIN! WIN! WIN!
6 Sonic Cycle Helmets!

Be seen, be safe*

Listen up kids. Cycling can be lots of fun but a bump on the head is nothing to laugh at. 'Course if you remember to take the right safety precautions it won't happen. That's where these tough Sonic the Hedgehog Bicycle Helmets come in handy. They're lightweight, have fully adjustable straps and have passed rigorous safety tests so parents know they're reliable. We've got six to give away thanks to Oxford Products so give us the answer to this puzzler:

What's the name of Sonic the Hedgehog's arch-enemy?

Answers on a postcard to: **Sonic's Helmet Compo, Sega Pro, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth BH1 2JS.** In by 1st January 1996 please so get scribbling.

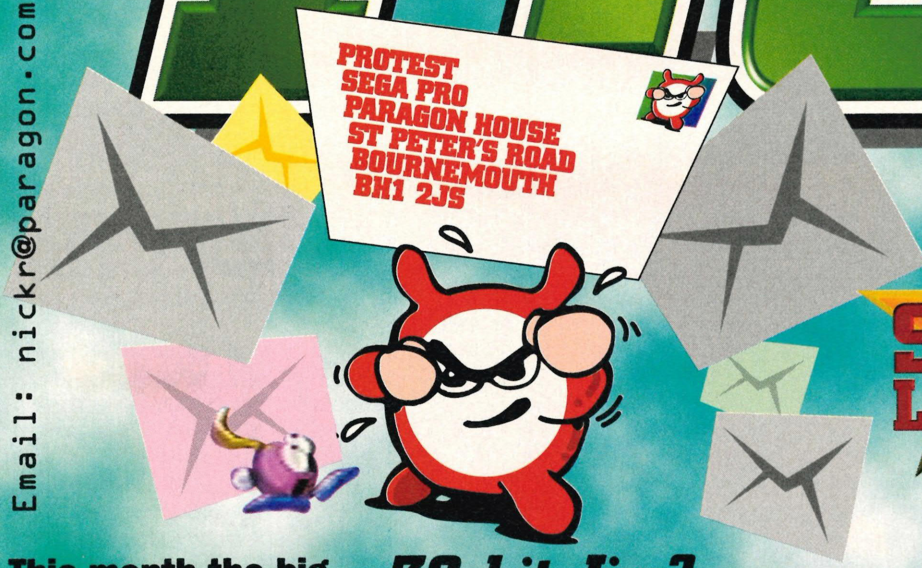


* We apologise for this crap headline.

Your Letters! Your

Protest

Email: nickr@paragon.com



This month the big questions raised are: Which is better, the Saturn or the PlayStation? Hmm... Are Sega a bunch of crafty swines when it comes to repairing your machine? Will *Wipeout* be released for the Saturn? Hope so! Which game is the goriest? Does Mark Pilkington look like Baldrick from Blackadder? Hang on a minute!
Is there anything you really have to get off your chest? Any comments, recommendations or artwork you'd like to see in your favourite magazine? If there is send it off to the usual address – you might even win a prize!

32-bit Jim?

Dear Protest,
1. Which console is the best – the Saturn or the PlayStation?
2. Will *Earthworm Jim* be appearing on the Saturn?
3. Is *Vertigo* any good for the Saturn?
4. Will *Wipeout* for the PlayStation be converted to the Saturn?
5. Will there be a book with Saturn demos on?
Darry Jenner, Sandwich

1. Oh, will you lot stop this constant 'which is better' bickering. In our opinion they both even out in the performance stakes. The Saturn can handle some games better than the PlayStation and vice-versa. The reason the first batch of games look better on Sony's machine is ease of programming. Give the boffins time and Saturn game's will look out of this world.
2. Yes. Well, according to Mat Yeo anyway. Then again, would you trust him?!
3. It hasn't even been finished yet. Wait for the full review in a future Sega Pro.
4. Psygnosis told us (before they became a Sony company) that *Wipeout* was planned for a Saturn conversion, but who knows now. But hey, we've got *Sega Rally*!
5. What are you going on about?! Of course there is! It's called The Total Saturn Experience, and you can buy it from your local bookstore for the bargain price of £892.99! Or am I telling you fibs?



STAR LETTER

You what?

NOTE: This letter is printed exactly how the original read – it's not our grammar!

Dear Sega Pro,

This letter came from Odessa, from Ukraine. My name Andrew and I am a fan of Sega. Occasionally I've got Sega Pro Issue 49, or maybe not occasionally, if mention my affection for Sega MD. And at once I've got very important information. It is regards to the game *Landstalker*.

I am playing this game about a half of the year, and now I came to dead end. I have a Japanese version of the game, that's why I began to study Japan language. But this job need a lot of time, so now I am looking for English version. But, nobody, whom I ask about it, even never heard about *Landstalker*.

So, I was very happy when I saw Marc's Brown letter (Issue 49) as he has the same problems as me. Please, dear Sega Pro, help me to communicate with Marc Brown, because I am not sure it will be possible for me to get the next issue of Sega Pro. Maybe somebody reading this can help me.

Please, dear Sega Pro, help me! With thanks to you Andrew Fadeev from Odessa. I am 11 years-old.

Good-bye, dear Sega Pro!
Andrew Fadeev, Ukraine

Aaaaww, what a polite letter. There you have it folks, Andrew wants some help, so if anyone (including Marc Brown) can send in all their cheats or guides for *Landstalker* to us, and we'll pass them on to Andrew.

ics!

Sad git!

Dear Sega Pro,

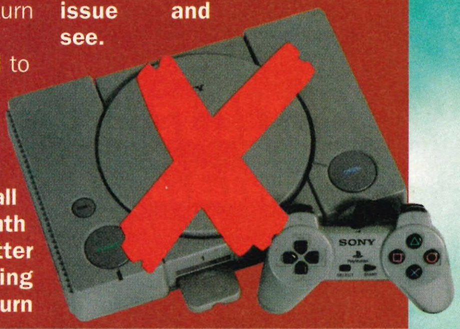
I am a bit of a sad person. I can't make up my mind about what to get for Christmas – a Saturn or a PlayStation. Sony's machine is a hundred pounds cheaper and at my local Game store they are giving 5 £10 vouchers with every Sony machine purchased. The Saturn is an equally good console.

If Sega would reduce the price of the Saturn to about £300 it would be easier to choose (I would never buy a Nintendo). You see, people these days just don't have money to burn unless they've won the Lottery. I am a fan of racing sims, but Sega don't seem to be doing too well. I also regularly play arcade games and I thought *Daytona* was much better than *Ridge Racer*, although the Saturn version was a lot different.

I am not a traitor! I am loyal to Sega but I just think that £400 is testing the limit.

Jonathan Bell, Belfast.

Don't worry, we've stopped all that Top Traitor of the Month rubbish now. Anyway, your letter is one of many complaining about the price of the Saturn (and we won't be printing any more because they get boring!). However, the price of the Saturn has dropped to £299 just in time for Christmas and there are some great games for December, just flick through this issue and see.



Sony's pigs!

Dear Protest,

One of the biggest disappointments in the video game industry this year was, in my opinion, that there will never be any Psygnosis games released for the Saturn. Wouldn't *Lemmings 3D* have been fabulous, or even *Wipeout*!



Here's a funny thing I found whilst playing with the word Psygnosis. After changing the order of the letters a few times I ended up with Sony's Pigs! This is because Sony are a bunch of farmers and the guys from Psygnosis have become the pigs in Sony's piggery. Isn't that shocking? OINK, OINK!

Jorg Tittel, Tervuren, Belgium

PS. Will there be a Saturn CD mag coming from Paragon in the future, or Saturn CD demos in Sega Pro CD?

Erm, yes, well spotted on that Psygnosis anagram Jorg. There are a few letters coming in now from frustrated people who wish they could see the likes of *Destruction Derby* and *Wipeout* on the Saturn, flick back to the news this issue and you might just get a pleasant surprise.

Racing mad

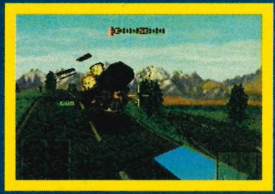
Dear Sega Pro,

I would appreciate it if you could answer my questions:

1. Which is the best game to get on the Mega-CD (apart from RPGs).
2. I'm thinking about getting *Virtua Racing* on the MD but I have to know first if *VR2* is coming out. If so, when will it be released?
3. Which is the best racing game for the Mega Drive apart from *Street Racer*?

Thanks, and keep up the good work!

Michael Ioannov, Nicosia, Cyprus



Well, Steve thinks *Sonic CD*, Nick says *Switch*, Mat says *Eternal Champions* and Mark reckons it's *Thunderhawk*. We've had no news of a sequel to *Virtua Racing* on the Mega Drive, although *Virtua Racing* is being released for the Saturn. Without a doubt the best Mega Drive racer is *Micro Machines '96*.

Aaahh – Jaguar!

Dear Sega Pro,

Firstly, let me congratulate you on an excellent new look, though the lack of a hard spine leads to the mag being damaged more easily. As I understand it, Sega has the licence to use Atari titles, so does that mean we can expect excellent games like *Blue Lightning* and *Alien Vs Predator* on the 32X or Saturn. Will the following games be released for any of the Sega systems: *Killer Instinct, Starblade, Donkey Kong Country*?

How come the United States gets all its games months before Europe and South Africa? For example: Game Players covers 42 titles and prices of available games for the 32X, while the May edition of Sega Pro only covers a total of 13 games.

As to your mag, keep up the good work.

Matt Benic, Witbank, South Africa

Glad you're pleased with the new look – but that was quite a few issues ago now. As for protecting the new look copies of Sega Pro, why not keep them in a binder? That's what we do!

None of the games you mentioned will be released on any Sega format. Two of them are exclusively to Nintendo, and as for *Starblade* – who knows?

Why do the States get their games before us? Probably because there's a bigger market out there than little old England (and South Africa), two places which aren't considered to be completely obsessed with video games. Even though this is completely wrong, we still fall second in line. Remember that all the big games companies are actually based in either Japan or the States, so they are bound to get their games first.







Competition Winners

Yes, once again we've swept up and hoovered the office and retrieved yet more lucky competition winners. If your name is here, well done! Your prizes should be with you in a few weeks, as soon as Mark finds his world map. Ta-ta Pilky!

Action and Animation Compo - Issue 50

5 winners of the Widescreen video of ***Speed:***
W Livingstone, Sprowston;
Robert Kirby, Old Coulsdon;
Stuart Smith, Elsecar;
G Palfrey, St Andrews;
James Butt, Woodcote.

5 winners of ***Robocop 3*** on video:
A Hummard, Scotland;
Craig Johnson, Brighton;
Richard Price, Devon;
Helen Mirrom, Dorset;
Tailor Trent, Derbs.

5 winners of ***The Flintstones*** on video:
Jason Honoly, Dublin;
Michael Robson, Wigan;
S R Lowlard, Basingstoke;
R Bosworth, Leamington;
Chris Taylor, Warwick.

2 winners of ***The Lion King*** on video:
George Hasbro, Kent;
Rachael Spence, Grimsby.

Krackin' Kombat Komic Kompo - Issue 50

Some fantastic drawings and some pretty disgusting fatalities - you lot are really talented. Thanks to everyone who entered, and here is the best one...



The best, in our opinion, was The Gobsmacker from **John Scarratt** in Suffolk. Shao Kahn perfects this move by shoving his spear through the throat and out through the head of his opponent!

Another revolting fatality move came from **Carl Demetrion**. It was brilliant Carl, but we don't seem to have your address, so send it to us and we'll send you a prize!

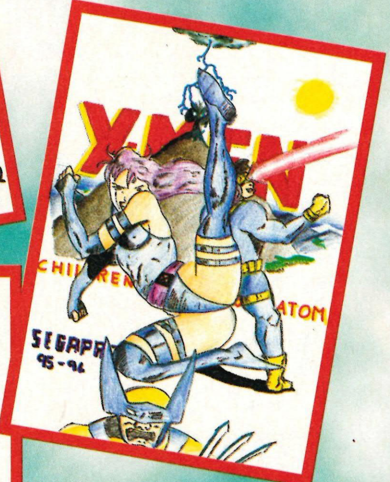
Two fatalities from **Matthew Keen** in High Wycombe, but we think his Sub Zero one was the best, whereby he makes a statue out of his frozen victim. The other one, for Scorpion, is called The Nightmare Skull, which floats into an opponent's head, expands, and blows up! Yuk!

No actual diagram for this one, but Goro's fatality was pretty revolting. Blowing into opponent's windpipes? Blame **Steven Douglas** from Portadown for that one!

Reader Art

Darren Nicholls of Bletchingley has done a fantastic job on these three pictures. Much of the Proart we get in is... well... not very exciting, but these pics are just what we're always looking for. Well done Darren, a Sega Pro goodie bag is in the post to you.







The 12 Compos of Christmas

On the second day of Christmas Sega Pro gave to me...

WIN! WIN! WIN!
5 Hyperscores

Score with your mates!

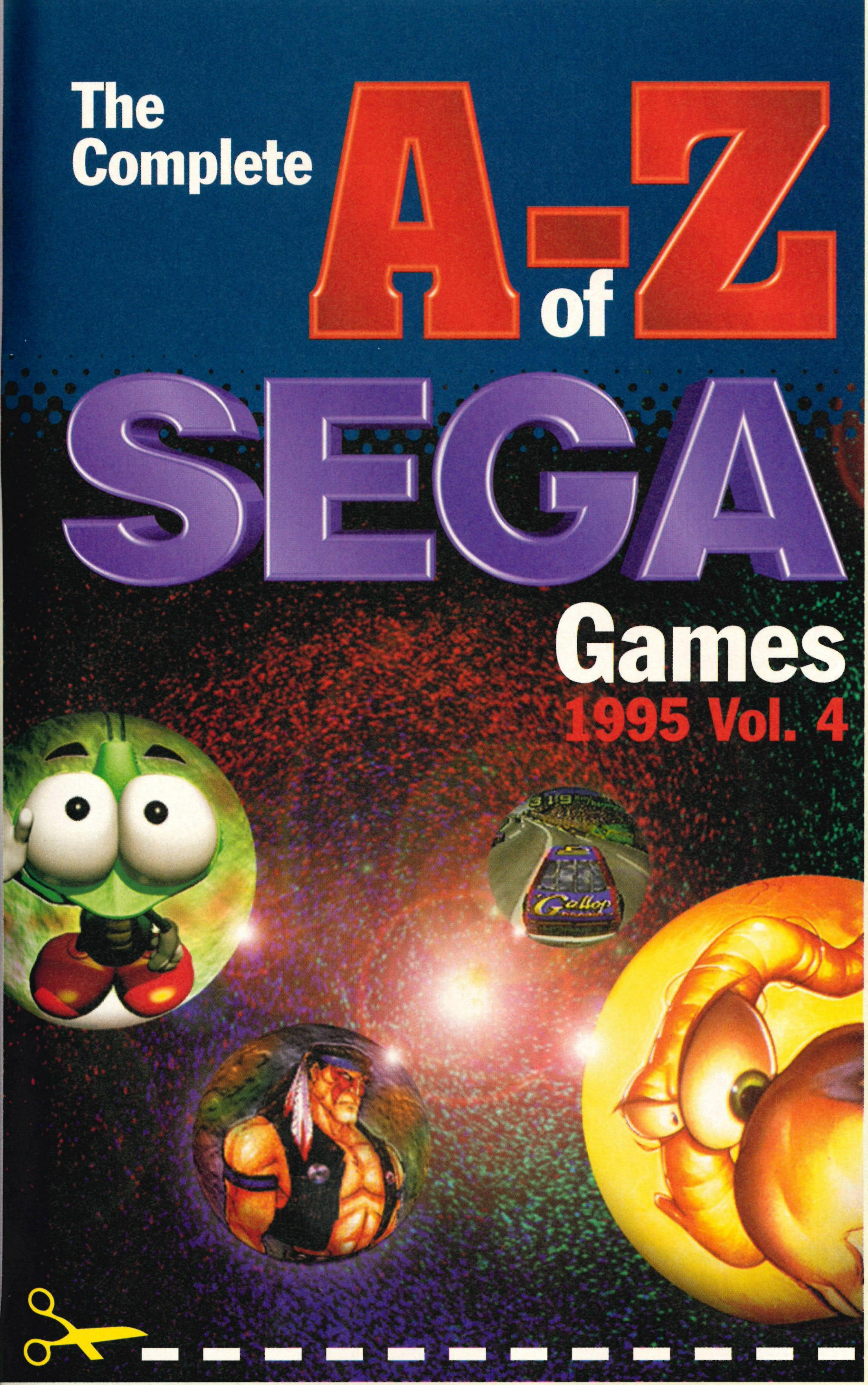
The Hyperscore is one of the latest magical gadgets from Hasbro. It plugs into your Mega Drive, and when you gain a high score on any game, you can download it onto the Hyperscore and then send your scores down the phone line to a central database where you can battle for prizes and see your name up in lights, well on Teletext anyway.

The more points you have, the bigger the prizes get! Not bad eh? To win one, just tell us:

Which recent film about the Internet starred Sandra Bullock?

Answers on a postcard (as ever) to: **This Compo is Bullock's, Sega Pro, Paragon House, St Peter's Road, Bournemouth BH1 2JS** by January 1st please.




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of
SEGA
Games
1995 Vol. 4
Gallop

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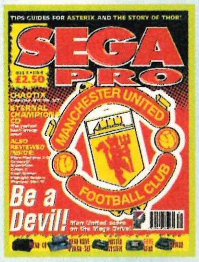
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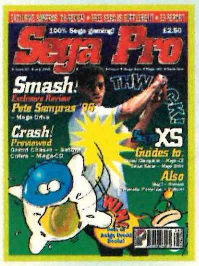
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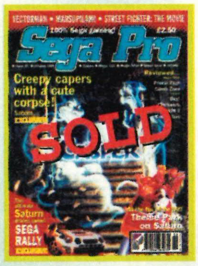
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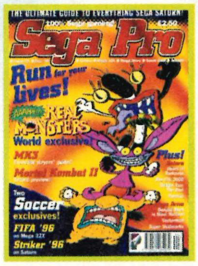
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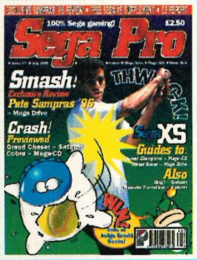
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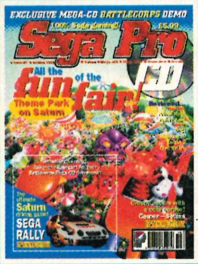
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Competition

On the first day of Christmas Sega Pro gave to me...

The 12 Compos of Christmas

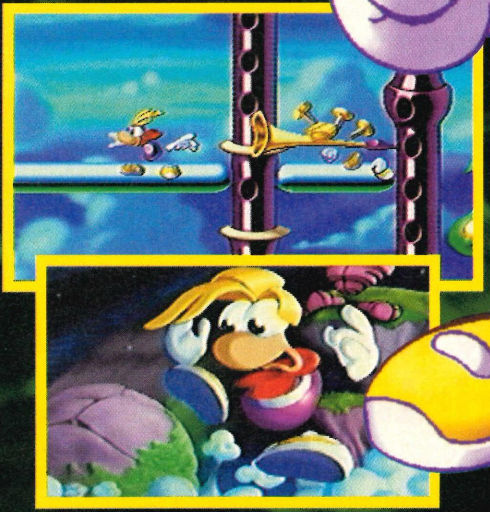
Have you been singing along with us throughout this issue? We've gone from 12 right through to number one in our bumper 12 Compos of Christmas! This is it, the prizes that you've all been waiting for, the first and best Sega Pro Christmas compo has arrived and it's a whopper! Those kind people at UBI Soft have provided us with said prizes, including their latest and greatest game, *Rayman.*

A smart Sega Saturn, Five games 'o Rayman, and 4 T-shirts that don't rhyme!

Cute and colourful!

Rayman is a visually stunning platform game that comprises over 50 challenging levels, spread out across worlds such as the Blue Mountains and the musical Band Land. It looks, sounds and plays brilliantly and without a doubt is one of the best games to appear on the Saturn. Last month it got a massive 92% score, and it's well worth putting on your Christmas list, unless you're lucky enough to win it in our top compo that is!

- The main lucky winner will get a Saturn, a *Rayman* T-shirt and a copy of the game.
- Four runners up will get a *Rayman* T shirt and a copy of the game.





What do I do?

It's quite simple really, so lots of you will be in with a chance of winning. All we want you to do to take a flick through this issue of Sega Pro. Hidden away in little nooks and crannies you'll find the Electoons out of Rayman. The hero of the game has to free these little creatures from cages and you've now got to free them from their hiding places. Just write down on the coupon exactly which page you saw them on, and whereabouts and if you get all ten right you'll go into a grand prize draw to win the top prizes!

As a tie-breaker we also want you to complete the phrase, 'I've been a good little boy/girl and I think I deserve to win because...' in no more than 20 words. Good luck, and happy hunting!





THIS IS WHAT AN ELECTOON LOOKS LIKE!
(BUT THIS ONE DOESN'T COUNT!)

our
dge!



Catch a toon!

I've found all 10 Electoons in Sega Pro and they are hidden...

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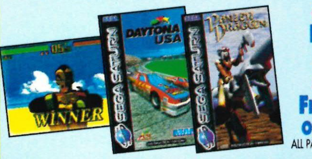
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